

F i r e s t o r m l n k P r e s e n t s

GENERATION GEAR

It's Time For Everybody
to get along
OR ELSE

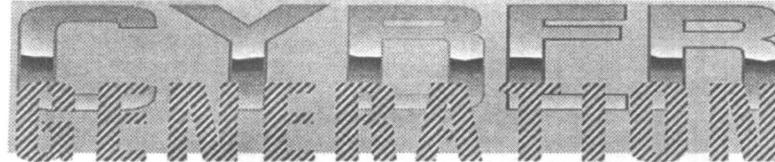


CYBER GENERATION

GENERATION GAP



CYBER GENERATION



•Your "Tag"

Generation Gap

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9 • CyberGen Type

ISBN # 0-9734049-1-4

CyberGen Power

1 • Yogang Type

2 • Sex Age Wt. Ht.

3 • Your Description

4 • Yoga Stuff

5 • Your Stats

INT	REF	COOL
TECH	MOVE	LUCK
BODY	EMP	ATT

b • Your Wounds (Cyberpunk & Cybergeneration)

7 • Your Skills

Streetfighting	ThiefStuff
JockStuff	Get A Clue
Blend	GenSpeak
StreetSmarts	Fearless Leader
Schoolin'	GoGo
Little Angel	Legal Stuff
	B

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Yogang Skill

8 • Your Mail Stuff

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SO ...



THINK
YOU'RE
READY?

THEN STEP
INSIDE ...

Introduction:

Timelines and Realities and books

Oh my. There seems to be a resurgence in cyberpunk RPGs lately. We here at Firestorm Ink have started printing CyberGeneration again, the people at Social Games have got the license to put out more 2020 books not to mention the fact that they've got a pretty sweet CCG out. On top of all of that there is the ever looming Cyberpunk 3.0 to be released sometime in the future. Don't know where, or when, but it's there.

Now the fact that Cyberpunk 3.0 is planned poses a problem for CyberGeneration as a whole. It was supposed to be the future of Cyberpunk since it's seven years after the Cyberpunk Movement come to a crashing halt. What do you do when the future has changed? Well, we can't go back and change the past, or reconcile the present of CyberGeneration with the new future of Cyberpunk. There's no real way to make the 2nd American Revolution fit into the 4th Corporate War without some pretty drastic changes. So, what are we going to do? Well, we're going to play the alternate reality card. Now we have the CyberGeneration time line running parallel to the Cyberpunk time line. Two stories with the same root going off in different directions. Which suits me just fine since both Cyberpunk and CyberGen have two different feels to them as games.

This lends itself to a whole bunch of different possibilities for GMs who want to jump from one reality to another. Because of this, the heads of the Revolution -- Alt, Morgan, Johnny, Rache (and if there's Rache there is Spider) -- will be returning to their regularly scheduled lives in the 'Punk time line and they'll keep their revolutionary lives in the CyberGen time line. How they do that is beyond me after reading the first two Firestorm books, but that's something I'm looking forward to.

However, that is a discussion for another day. Right now though, you have in front of

you one of the books that's been waiting a long time to see the light of day, *The Generation Gap*. The first time I saw an ad for *The Gen Gap* it was in *Virtual Front*. I was really excited to see the book in there. I didn't know what that book was going to be about, but damn it looked cool. Now, after that long wait, it's finally available to all those who have been waiting for them. Trust me it was worth the wait.

Inside *The Gen Gap* you'll find all the information you'll need to give your CyberGeneration game that extra little bit of whatever it was missing. There's a section on playing juve characters as juve characters, instead of mini adults. There's also some stuff for GMs to make games that have juves acting like juves rather than mini edgerunners.

You'll find a section on making your own yogang and evolved for your game. Tips for making them playable, filling in niches and gaps, and keeping them balanced.

It's got a life line so that you can get a feel to your juve background, what little there may be of it.

Finally, It helps GMs differentiate between Cyberpunk and CyberGeneration, because while they have the same root, the games have two different feels to them.

Now, read up. Play hard, and bridge *The Generation Gap*

Jonathan Lavallee
Firestorm Ink

CHAPTER 1 : BRIDGING THE GAP

What CyberGeneration Is and Is Not

The good old days of the early 20's are over, cho. The Edgerunners lost the battle against the Corporations. It doesn't matter why they got into the fight in the first place, because in the end, they lost. They lost because they became just as bad as the very Corporations they fought. They sold their souls to the machine. But the war isn't over. The next generation, the children of the Edgerunners, are in the fight, and it's payback time.

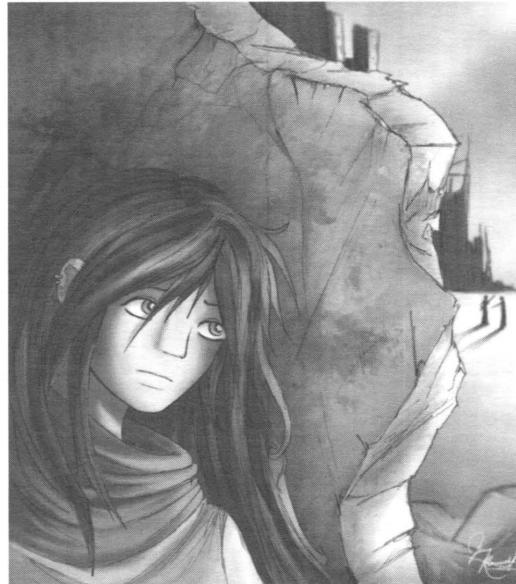
Cybergeneration is a game of desperation and revolution. The fate of America lies in the hands of a bunch of snot-nosed juves that are completely outnumbered and outgunned.

They're fighting against some of the longest odds faced by any revolutionaries ever. Desperate times breed desperate people, or in this case, desperate juves. Fortunately, They're too young to realize how desperate is their cause, and wouldn't really care even if they did know. They don't know they have no chance of winning. Because of that, they might just win after all.

Juves are, in the end, kids growing up in a world that is against them. Unlike other generations of children who have rebelled against the values of their parents, the juves of 2027 don't have time on their side. They cannot wait for the generations of their parents and grandparents to die. If they wait, the planet will die. Besides, when have you ever known a child to be that patient?

Cybergeneration is a game of contrasts and struggle. Beneath the high-technology facade of America in 2027, there is a seething undercurrent of abject poverty. While the miracle of Virtuality changes the lives of everyone in the world, it instills a bland sameness, stifling creativity and independent thinking. People are turning into sheep, tools for the corporate state.

Even though the juves refuse to be sheep, there is at least one thing they can all agree upon: the Corporate State must go down in flames. They are on a crusade to save their future from being completely squandered by the Corporations.



Cybergeneration is not Cyberpunk. Cyberpunk is a great game, full of larger than life heroes and villains, a game where the competitors are on equal terms. The Corporation's cash, soldiers, and guns, against the Edgerunner's flash, connections, and cyberwear. A game of ultimate cynicism and film noir conflict.

The juves don't have any of those things, but they do have faith. They believe in what they're fighting for. They aren't in it for the money. They aren't in it for the hardware. They aren't in it for power. They're in it for themselves and for each other. They want their future, and they want it now.

There is only one thing that gives the juves a chance to turn their idealism into reality: the Carbon Plague. The forced evolution of many juves is the very thing that may tip the balance against the Corporate State.

Cybergeneration is a game of limitless hope, wild emotions, and gritty teen reality. These juves live faster and push harder than the Edgerunners before them did. So sit up and take notice, you wrinkled old, rusty-limbed, short-circuited deadguy Edgerunners. The juves are out to win.

The 'Gen GM

You have the hardest job of all the players of Cybergeneration (yes, you too

are a player). You also have the most rewarding one. It's your job to make the oppressive, dark, cold world of 2027 and bring it to life. You have to make the players feel the acid rain on their necks. You have to bring the acrid reek of the factories to their nostrils. You have to make them see the bland pastels and sickly neon of the Mallplex in all its prefabricated glory.

You have to make them mad.

Yes, that's right, you have to make them mad. You have to make them hate the world enough to want to change it. Don't just sit there and tell them They're rebelling against the values of their parents and the Corporate state. Make them want to rebel. Heap upon them injustice after injustice. Make them afraid and make them angry. If you can do this, the game is going to be easier for you, and better for them.

Many of the injustices you will heap upon them in the beginning have nothing to do with the

velvet shod jackboots of the ISA on their tender little necks. At first, it's going to come from the fact that the players are going to want to act like adults. Don't let them! Give them curfews to meet, tests to pass, schoolyard rivals to face down at high noon in the food court. Dig deep in your own memories and remember a lot of the bad things about being in middle school and high school. Put the players in situations where they, too, will remember how it felt. Pretty soon, they'll be mad about having to be juves (but in a good way), and they'll also be acting like juves.

When you actually get the players to act like juves when playing their characters, you have won a major victory. When this happens, compliment your players on their fine roleplaying, and encourage them to continue playing along with the spirit of the game. Maybe you could even reward them with jellybeans or give them dibs on the last piece of pizza.

Much of Cybergeneration is full of contradictions. I'm not talking about the rules. I'm talking about the world that the juves will find themselves in. They're supposed to be kids, and you are supposed to encourage the players to portray their characters in ways befitting a juve, but at the same time the characters are being forced into situations where they are going to be dealing with adult issues. It's one thing to tag every bit of ISA and CorpSec propaganda for a square city block and get away with it, barely outrunning the cops chasing you, and another thing entirely to come face to face with the mind numbing reality that is a BuReloc Reeducation and Training Camp. Make the characters feel the horror. Make them actually have to go through the process of becoming adults, with the adventures they go through as a kind of rite of passage. Make them grow up one little shock at a time.

These thousand natural shocks the flesh is heir to (with all due apologies to William Shakespeare... whaddya mean, William who? You know... Shakespeare. Hamlet... the "To Be Or Not To Be" soliloquy... don't you juves read books anymore?) are the stepping stones to a great game. You should be prepared to deal with all manner of teen angst, heartbreak, high and heavy emotion, and ultimate disaster. Strangely enough, if you don't kill the juves, they will keep on surviving, becoming tougher, more insulated to those shocks. Cybergeneration is as much a game of self discovery and uncovering our own long-buried problems of our early passage to adulthood as it's a game of a bunch of kids with really cool powers set a few years later than Cyberpunk 2020. Take that to heart. Hearken back to those days of yesteryear, with acne, nervousness about dates, sneaking out of the house to be with friends, and sneaking back in later. Of course, none of us actually did that, right? No, of

course not... and neither will the juves, of course. Yeah, right.

The Cybergeneration Player

First of all, what are you doing reading this book? Put it down and run away, quickly, before all the secrets of Cybergeneration are spilled before your eyes, and the game is ruined for you forever. Worse yet, if you don't put down the book quickly enough, and learn all the secrets, you may have to become that most despised creature in all role-playing games: the Gamemaster!

Actually, reading this book as a player is not a bad idea. You may learn some of the tricks of the trade that the GenGM is going to use to help make a better game, but hopefully it will also inspire in you a sense of cooperation with your GenGM, and you can play your juve with more accuracy, complimenting your GM's efforts. For those of you who are bean-counting small minded gits, you might even earn extra experience points for outstanding roleplaying, which at the very least is a more tangible, if shorter term, reward.

The advice to you as a player, and something you should keep in mind when reading this book, is to understand that the GenGM is trying to make a certain type of game environment for you and your fellow players to enjoy and explore. Don't run headlong against the GenGM and his or her plans to create that environment. Work within the boundaries of that environment, and try to figure out how to beat the ISA and the Corporations, not the GM.

The single most important thing you as a player can remember is that the character you are playing is not an adult, not even as remotely an adult as you might be (no matter how adult you really think you are, or those around you think you are). This does not mean you should act overly childishly. Juves, especially those in their mid-teens, are a curious mixture of adult and child. They may have some adult tastes they have acquired, but also cling to some of the shreds and fragments of their usually broken and shattered childhood. This could be anything from a favorite stuffed animal to an addiction to certain video games. Your character may take on many of the trappings and affectations of adults, imitating those who are idols or who your character wishes to be when they grow up and get out of the house. Inside, however, They're a seething mixture of emotions and contradictions. A certain amount of unpredictability will serve you well in playing your character, and eventually help you flesh the juve out into an adult as the game progresses. Your GenGM will love you for it.

CHAPTER 2 : JUVES WILL BE JUVES

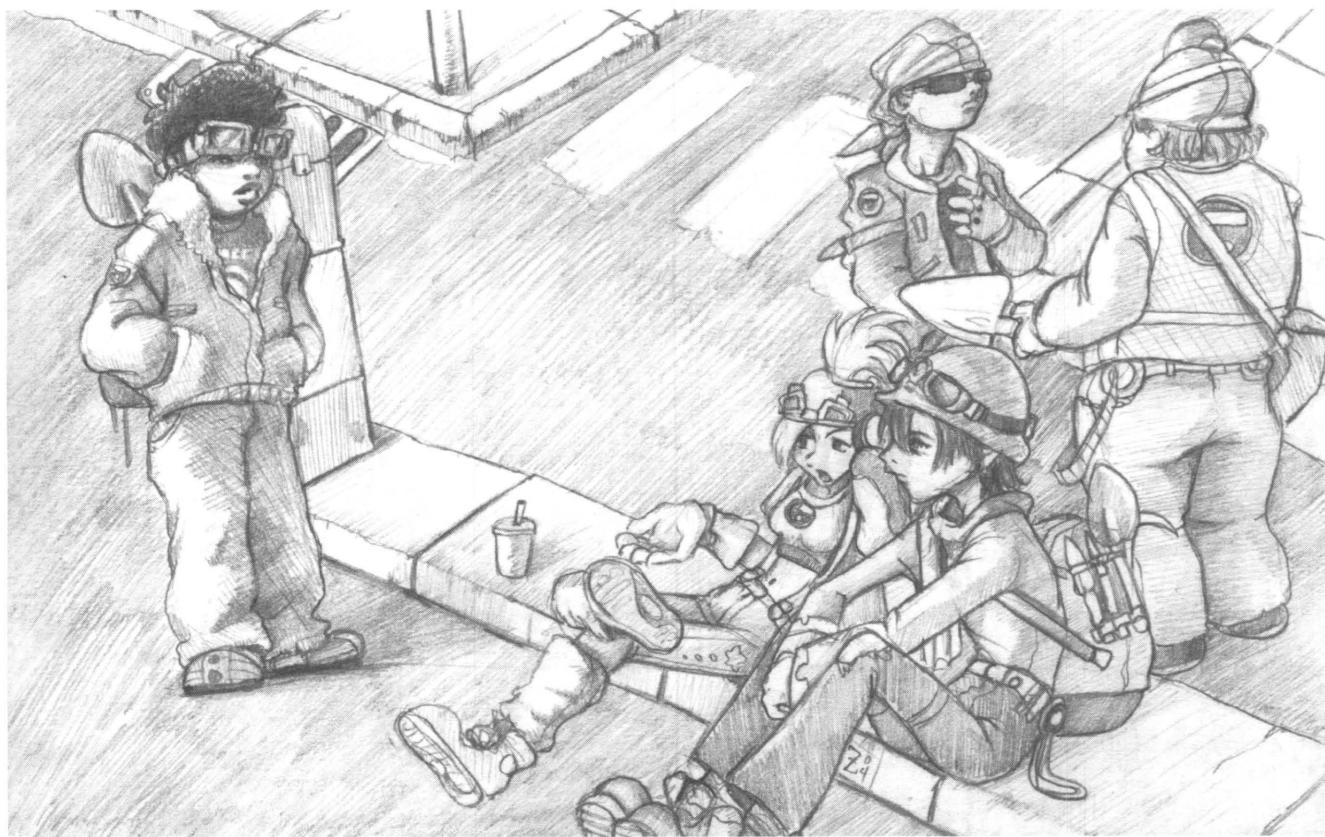
While some of you players may still be juves, for many of you it can be hard to remember what it was like enough to roleplay one. Here, we give tips and guidelines for slipping back to those years before you had a regular job and full facial hair. Note that we use "your juve" and "you" interchangeably. This is intentional, as you should place yourself in your character's head as soon as possible. No doubt it'll be a snug fit.

Acting Like a Juve, Thinking Like a Juve

"I am not playing a miniature adult."

their lives. They're often still dependent on an adult caretaker to provide them with the necessities of life, and are more concerned with scoring with a date in English class than scoring a few million Euro. They're more preoccupied with extracting the candy bar that got stuck in the machine than extracting a corporate executive stuck in her headquarters. It's all a matter of perspective.

To achieve this, you players out there have to stop always thinking like adults (assuming you think like one now). It's harder than it sounds, but it's essential to playing a juve. Juvies are not calm, rational, and logical. Yes, we know, many adults aren't either, but work with us here. As a juve, you have a hard time putting things in a global perspective. Every crush is your one and



Say this to yourself a few times. Get everyone say it out loud, in unison, at the beginning of your character creation process. Repeat it as needed, for it's the root of the most common problem when playing in Cybergeneration. All too often, Cybergeneration players (especially first-time players) have little or no experience playing characters that are not adults. They're used to being able to go out and shoot big guns, spend lots of money, and use really nifty pieces of equipment. They're hardened veterans of conflicts where they kill in the blink of an eye and damn the consequences. Come on, you know it's true.

Juvies are not miniature adults. Most have never even seriously injured, let alone killed, anyone in

only true love, every minor windfall is an infinite amount of money (until it runs out that afternoon). Every minor setback is a life-ending tragedy, because it's often the first time you have ever suffered that particular type of setback, and you don't realize that it will happen again and again throughout life.

I. Live Life big

The first thing to remember is when you play a juve is that everything good that happens is the best thing ever in your whole life, and everything bad is the end of the world. As a juve you will exaggerate things, but to you it isn't an exaggeration. It's your life, and it's extremely impor-

tant to you. Not only are these things incredible successes or disasters, but they're just as quickly forgotten, as the next life-ending event happens. GenGMs can help this by bombarding the players with event after event. Players can help by dramatizing everything in the extreme. Make every glance from another juve a challenge or a potential crush. As a player, act on these things like a real juve. Take the hyper-emotional input the GenGM gives and crank it up a notch while you play! There's no reason not to — things just couldn't get any worse, right?

2. *Naïve not Stupid*

There seem to be two primary patterns of play for those who aren't sure how to play a juve: as adults in the body of a child, or as exceptionally stupid. Neither is a good way to start. Although you may be playing a juve, you don't have to play dumb. You can play inexperienced: the reason juves seem dumb is that they don't have the backlog of life that lets them know what they should and shouldn't do. Sometimes you'll take unnecessary risks, often because you don't know better and don't realize the danger. Naïveté is not stupidity, however, and you can learn from your experiences — if you survive. So you make a few mistakes at the beginning of the campaign. Let yourself charge out too quickly or say the wrong thing. When you get pounded, let your juve learn and grow. That's what you're supposed to do.

3. *Obsess, Obsess, Obsess*

As a juve, you act more on impulse than rational thought. You don't have a tremendous attention span, but instead tend to be fanatical about one or two topics. This helps keep you focused. Unfortunately, it often means you may focus on the object of your fanaticism to the exclusion of most other things. The motivations of a juve can be pretty obscure at times. If asked why you did or didn't do something, put yourself in the mind of a juve and try to articulate it, then end with a shrug and a "I dunno... just felt like the thing to do." Of course, you may also surprise others with a simple, commonsense rationale for what you do ("out of the mouths of babes..." and all that).

You care about things that seem trivial to adults, focusing inordinately on your clothes, hair, or image. You place great value on things what might be junk that has sentimental value. You keep silly notes from others you have a crush on, concert tickets from that great date, or a V-card with a chill program on it you wrote a few years ago. You don't use these things, but woe to those who would try to take them away from you.

Always remember that there's a person under all that attitude and hormones. While juves can be cruel, you also have a certain sense of right and wrong, and even the most hardened Goth or MegaViolent might take pity on someone who is sitting in an alley, sobbing to themselves.

4. *Once More, With Feeling*

As a juve, you're very emotional. You're riding the hormonal roller coaster and suffer incredible mood swings. You go from jubilant to utterly depressed in a matter of minutes with the right stimuli (and sometimes without). Play these emotions to the hilt; there's rarely a time in Cybergeneration where you can overplay an emotion. This doesn't mean that your juve is always on one end of the scale or the other; juves can be reasonably well-adjusted as long as everything is going normally, but when juves do become emotional, they can go to the extreme. You won't usually display these emotions unless you lose control for some reason; juves often bottle up their emotions until they explode. If you just lost your input, you may shrug it off to your friends, then go home and punch a hole in the wall. Your emotions may drive you to seek revenge against her or her new output. It may lead you to do something seemingly unrelated and foolish, but it will affect you, often in "colorful" ways.

5. *Danger in Numbers*

Playing a juve is tough work and playing one of a pack of them is even tougher. Unlike other roleplaying games, most characters in Cybergeneration are kids. You act differently around each other than



juve in the group is acknowledged as the leader, although just what this leadership entails varies from group to group. In some, the leader may take

the role of an older sibling, or even the primary caregiver or parent figure. In others, the leader may rule by strength, bullying the others into obedience. This works only as long as the leader is successful. The moment one of the leader's initiatives fail, the group may revolt. Other times the leader may be simply the most charismatic, or the most experienced. Regardless, the leader often sets the tone for the way the group interacts with each other, with outsiders, and with adults.

Around juves who are not part of the group, you generally try to act "cool." Status is everything among juves, and the status of your group is at least as important as your own personal status. It influences how other juves see you, if they will do you a favor, or even if they'll talk to you. If your status is low, you may find them bullying you to do "favors" for them or run their errands, or they may just outright rattle your cage (mentally or physically) because they see you as a chump. Despite this, you juves do have a code, which you call, rather blandly, The Code (juves can be strangely unimaginative in some things, but you make up for it in other ways). You take care of your own. You honor your word when you give it. You don't sell each other out. When the chips are down, even juves who are total enemies will look out for each other, because when adults get involved, every juve's gets reduced to being just a child. And getting grounded is a major embarrassment.

6. Moving Among the Oldies

Around adults, juves generally keep to themselves. Adults are not generally to be messed with or even trusted. Adults are these arcane creatures that go out, using and abusing any they meet, including unwary juves. You trust only those adults you know well and respect. In other words, almost none.

This is especially true among Outsider street juves. Various groups of street families, much like nomads, will band together into small "villages". The adults work together to raise the children and provide for the group family. Some go to work (in legal enterprises or illegal), coming back and sharing their money with their block community. Others stay home and work in child care and education. Still others work to help maintain the community, fixing roofs, walls, leaky faucets and the like. Street juves are likely to trust these adults, seeing them as trustworthy family members instead of strangers. Even then, you teenagers are often surly even to those you love, so clashes are common. Most true parents — a dying breed in America of 2027 — understand this, and do what they can to minimize friction while still protecting and raising you.

Paradoxically, kids from more prosperous families trust adults less. The contact you usually have

blend and Little Angel

The proper use of Blend and Little Angel skills is often misunderstood by a lot of players. Some of you stand there with smoking guns in your hands and try to talk the CorpSec cops out of an arrest. No go, cho; not going to happen. On the other hand, many simply neglect these abilities, underestimating their effectiveness. These skills are based on the fact that adults treat kids differently than other adults. You should use this to wriggle out of bad situations and avoid suspicion.

Blend is perfect for those times when the authorities arrive right after the op, but you haven't cleared the area yet. That's time to meld with the crowd and pray no one got a good look at you. Or it might simply be when you don't want the teacher to pick you to answer the homework questions you neglected to do. The idea is to avoid being noticed so that no one even considers you as a suspect. It also has some aspects of Stealth about it, meaning that you can move quietly and stay in the shadows when you don't want to be seen. Don't push this part too hard, however, since cops and guards usually have good Awareness skills to counterbalance you.

Little Angel comes in when you're confronted by an adult and have to convince them of your innocence. Think of it as the ability to con someone into believing what they already want to believe: That children aren't really capable of performing the acts of sabotage and guerrilla warfare that characterize the Revolution. Come up with kid excuses for being in the area or having something you shouldn't. You were just "playing around" or "Some old fogey just dropped this in the alley over there. I just picked it up." But there are limitations. You have to establish a reasonable doubt in the mind of the adult, which means they should not have a lot of direct evidence (like seeing you with your Tinman tendrils around the guard's throat).

Don't be afraid to confuse the issue either. One femjuve, upon getting caught during an op hiding in a secured zone, said she was running from her stepfather "who kept touching me in ways that felt wrong" (her stepfather was a bit of a bastard). The CorpSec goons were so appalled that they escorted her back to the local offices and called in an arrest on her stepfather. She was allowed to go after simple questioning about her relationship with her stepfather; the fact that she was in a high security area completely forgotten. The stepfather was released for lack of evidence, but his reputation was ruined, much to his daughter's delight.

with them is cold or distant, usually as teachers, killjoy cops, or overworked, inattentive, bread-winners. Corporate life, even on the blue-collar level, works to separate families, encouraging the parents turn the children over the company for supervision and education. As a result, you interact more with your peers, and view most adults as brain-drained oldies who've sold out to a system that's consuming the future.

Basically, playing a juve is going back to your own teenage years (or earlier if you're not out of them). It isn't that any one of these suggestions is the magic key to playing a juve successfully in the game. Take a look at them as a whole and get a sense of what you need to do to bring your juve to life. None of these things are difficult; it's remembering all of them and doing them all successfully that is the challenge of roleplaying in the Cybergeneration.

Hitting the Marks

We outlined a Juve Checklist of a few specific points to consider when you're putting your juve together on page 171 of Cybergeneration 2nd Ed. Here we go into them in more detail.

Confidence

No matter how much bravado you show, as a juve you are never truly confident about anything. The constant nagging thought of failure, especially failure in front of others, sits like a downer-derm on your brain, feeding your mind with images of how humiliating it will be if you screw up. This doesn't apply to everything, but you should remember it when you're about to do something really important. Confidence is gained by experience, and we all know that experience is exactly what juves lack. Play this up. When your juve manages to pull off a stunt (especially in front of an audience), swagger more, and act more confident the next time. If the juve fails, try to shrug it off, but be horribly embarrassed and sweat a little more the next time you face a similar challenge.

Impulsiveness

The one thing that keeps juves from being overwhelmed by their lack of confidence is that they rarely think far enough ahead to get worried. As a juve, you live largely for the moment, leaping before you look. You know that if you looked, you'd probably chicken out. You're invincible, or so you'd like to think, and thus rarely realize the true danger you're about to get yourself into. This doesn't mean you go out and jump in front of a CorpSec squad firing on full auto. That would be plain stupid, and very uncool. It does mean that you'll put yourself into a situation where the danger was unforeseen, and

have to deal with it on the spot. Remember, juves don't know from death. To the vast majority, even some who've been exposed to true violence, 'to die' means to get hurt really really really badly. Major uncool. Think of it; how often has every juve said, "My folks are gonna kill me." To really understand death, a juve either has to watch a family member die slowly over the course of months, or see a friend get killed and then brood about it for a couple weeks, minimum.

Passions and Hobbies

Every juve has things they're passionate about. It may be music, or clothes, or juves of the opposite sex (and for those juves not up to the task of asking someone out to the coffee house, maybe your bootleg Virtual Vicky™ program). Your passions and hobbies often relate to the activities of your yogang, like the Goth who fanatically collects every bit of late 70's and early 80's gothic vinyl. Sometimes, though, they have nothing to do with each other, like the club-fisted MegaViolent who has a fine hand and eye for beautifully painting little, tiny, metal figurines. Okay, so maybe the figurines are all violent warrior types, but that's beside the point. Pick a few things for your juve to be interested in (or obsess about, see above), and a few quirks of personality. Be unique. Just like everyone else.

Sex

Has anyone ever known a juve who didn't have an opinion about sex on some level? Juves are, after all, raging little hormonal monsters. Some things never change (thank goodness), and you're just as afraid as curious about sex, otherwise the ISA would have a much higher teen pregnancy problem. Determine if your character even dates other juves, or if the juve has even had that first big crush. How much experience (if any) have you had with romance and sex, and how do you feel about it? Of course you're going to act confident in front of your friends, but most often romantic or sexual situations happen without an audience, so all those nagging fears and insecurities are going to come boiling up out of nowhere. This is a very important part of teen angst, so consider how your juve will react, and modify that as the game progresses based on the juve's experiences.

You always have the "ugh" option as well. This is especially good for younger juves (twelve and lower). You still see the sex as weird and kinda icky. I mean, who'd want to touch a girl, let alone kiss one, right? This can lead to some interesting growth if the campaign lasts through your juve's puberty. Your voice won't be all that changes ...

Every juve has one. This is an undeniable fact. Sure, your juve may claim to have been born in a test tube (or others may insist that you're a freakish genetic experiment), but every juve in 2027 has or had parents. What family background do



you have (see CGen 2nd. Ed., pg. 81 for basics or make it up with the GM)? Where are they now? How do you get along with the parental units? Do you even know them? It's rare in the ISA for a juve to have a traditional nuclear family. Many live with whatever family member got stuck with them, be that an older brother or sister, an aunt or an uncle, or just a softhearted next-door neighbor. Many poorer juvenes live with only one parent, most often the mother (but the number of single parent families headed by the father is much higher in 2027). Wealthy juvenes may have both parents, but very, very rarely see them for any length of time. Still, blood is thicker than water, and there's going to be some emotional attachment, perhaps increased by the very lack of contact between parent and child (absence makes the heart grow fonder, or so they say). Siblings are a lot easier to deal with,

because they're juves too, and at least you can relate to them ... most of the time anyway.

Drugs

Most juvenes avoid any of the hard-core drugs that got the previous generation of Edgerunner's juiced on a daily (or nightly) basis. They're too dangerous, and harder to find now that the ISA has cracked down on the drug trade (see CGen, pg. 154 for specs). Soft drugs are still available, though, and since many of them are synthetic, they can be concocted almost anywhere, especially with all these micro-factories around. The use of drugs is going to vary from yogang to yogang, and from juve to juve. Some yogangs consider it acceptable, others think of drug use as a violation of the Code (buying into the Machine, and all that). Somewhere along the line you can bet that your juve has been or will be offered drugs. Did you go for it, or did you remember the lecture about the evils of drugs that stuffy suit from LEDiv gave at school last month: "Just Say No, Then Report It To Us" (assuming you were even awake at the time)? Was the experience good or bad? Did you develop a habit? Juve addicts aren't as common in 2027, but it happens often enough. If so, what kind of drug are you snagged on: narcotics, amphetamines, euphorics, "smart" drugs? What do you have to do to ensure access to a supply? If you've gotten hooked on something (a great roleplaying point, but tricky to play), it

will affect your personality in some fashion and could make you a risk to your fellow Cyberjuves. Consider all of this so that you have an idea of how your character will react the next time.

The Code

You know the Code. You grew up with it, learning it from the older juvenes around you, perhaps from your brother or sister. Much of the Code is inherent to the very nature of being a juve, but each juve interprets it differently. Read the section on the Code in Cybergeneration 2nd Ed. (page 18), and figure out how your juve is going to deal with it. You may believe you don't have to honor your word if it's given to someone who is dishonorable, or that betraying a 'ganger who al-



ready works for the Machine to another part of the Machine is acceptable. You may agree that money isn't worth blood, but may have different ideas about what counts as blood. You may believe the "eye for an eye" interpretation of the fourth part of the code. Whatever the case, your interpretation of the Code is likely to change as the Carbon Plague takes hold and as the story progresses... but it has to have something to evolve from, right, cho?

The World

Your juve's view of the world is going to have a lot to do with the sort of game your GenGM is running. How aware is your juve about the nature of the ISA and world? Did you once believe the corp propaganda of a brighter tomorrow, or have you always known that things are bad and getting worse? If the GenGM is doing his job, you should be motivated to fight back against the ISA and the corporations. As more and more information is presented about the predicted state of the world you'll inherit, the more you will realize that your inheritance is being flushed by the DeadGuys and ZombieGirls for their own enjoyment. They're stealing your future, chombatta! What are you going to do about it? You going to shrug your shoulders and keep frying your eyes out playing your bootleg copy of Danger Horse IV™? Did you know the guy that designed the original Danger Horse is now an ISCTF Netspace killer, taking down little weefle-runner Wizards before they even get a chance to fight back? Nobody is safe these days, not even you. Do something about it or perish.

New Item: The Change

As if puberty wasn't enough, now you have to deal with the CNM's changing your body into something that's not quite human. Suddenly, you may have the ability to see other people's emotions, change the tabletop into a diamond, access the local bank machine with a thought, or turn your arms into six-foot claws — that kind of thing tends to affect your outlook on life. How do you feel about your Change? Are you coping with it or has it entirely freaked you out? Do you see yourself as the new Überjuve or as a mutant troll, unfit for human company? Has it alienated you from your friends, family and old life? Who have you confided in, or can you even keep it a secret? You probably can't answer these questions until your juve actually goes through the Change, but it's something you've got to think about. Not every juve can just stand up, wipe the fleshy slop off their new chrome arms and legs, and be ready to face the world. The adjustment to this new state of being may be extremely hard for you and could potentially take well into the campaign to be fully integrated into your psyche. Evolve or die.

Not every juve will deal with the above topics in

the same way. There will be cautious juves, brazen juves, and others who approach some of the above issues as well as adults would (although that may not be saying much). These guidelines give you the issues that all juves need to come to terms with; it's up to you as to how well your juve has done so. How well did you do it while you were growing up?

Juve Archetypes

Every juve is an individual and unique (and should be created as such), but, as we all know, there are certain stereotypes that juves often get dumped into (or create for themselves). While your juve need not be one of them, consider how they might relate to the following teen stereotypes. Included are basic stat and skill recommendations for each type.

The brain:

Intelligent, computer-bound, and preoccupied with good grades and scholastic achievement, the Brain is both hated and respected by his fellow students. They want his help on their homework, but wish he wouldn't drive up the class bell curve.

ATT 7+



The Cheerleader:

Attractive, charming, energetic, and possibly vapid, the Cheerleader is socially popular and participates in many juve-group activities. She is good at organizing people and events, really annoying (Rads, take note).

ATT 7+, EMP 5+

The Class Clown:

The Class Clown uses a sharp wit and extroverted manner to carve a place in the social scene. His humor can be sarcastic and venomous (usually aimed at others outside the peer-group), or self-deprecating and clownish. While he's a nat-

ural performer, it may all be a cover for his basic shyness and insecurity ... or he could just be a jerk.
INT 6+, EMP 5+.



COOL 5-, Fearless Leader 1-, although his blend could be quite high.



The Dealer:

The Dealer has all the connections. If you want it, she can probably get it: drugs, copies of term papers, contraceptives, teacher evaluations, anything. Sometimes slimy, other times

simply slick and aggressive, the Dealer doesn't have to be a criminal, just into getting money and influence through less-than-scrupulous means. (Come on, you MallBrats, you should recognize yourselves here.)

Streetsmarts 5+.

The Debutante:

Often a Golden-Kid or GlitterKid, the Debutante is the social queen (or king) of the local juve-scene. While usually attractive and well-financed, she is preoccupied with the social pecking order (often trying to dictate it) and appears shallow and vicious. If you're not seen as cool, don't even try to talk to her.
ATT 6+, EMP 5+.



The Follower:

The Follower seeks to latch on to some group or powerful juve for protection and purpose. He will usually mimic the feelings and viewpoints of his peers or mentor, lurking in the background, and sycophantically complimenting his leaders to maintain their favor. Avoid this type at all costs.



The Jock:

Into sports or other athletic hobbies, the Jock focuses on the physical as opposed to the intellectual pursuits. Often popular for his strength and the prestige of his sport, he may abuse this power — especially on Nerds and Brains. Known to hang with Cheerleaders.

BODY 6+, REF 5+, Jockstuff 4+.



The Leader:

Charismatic and well-liked, the Leader doesn't need to be exceptionally attractive, strong or smart (although a little of all of these helps); she has the ability to step forward and get people to follow her. A good

Leader can smooth over inter-gang problems and help Nerds and others integrate (a chill cho) ... or she can be petty and power-hungry, forming cliques and excluding others who don't fit her needs (the bitch).

Fearless Leader 4+, COOL 6+.

The Nerd:

There are always those who don't fit in, like the Nerd. Lacking social skills and usually possessing unusual traits or habits (like dressing poorly or being inarticulate or



clumsy), the Nerd can quickly become the target for other juves' ridicule and disdain. Yet she often has hidden talents which a little understanding from a peer can bring out (at least, we hope there's something redeeming in there).

COOL 3- Streetsmarts or Fearless Leader 2-.



the Slick doesn't have to be particularly gifted in anything, but they have a COOL that goes right through the roof, allowing them to control situations that would normally be beyond them. Some become vain and arrogant, while others are simply too chill to stoop that low.

COOL 8+.

The Slick:

Your basic bully, the Tough uses his physical strength and fighting ability (if any) to increase his prestige in the juve scene ... usually over the bodies of smaller opponents. The Tough might be truly hard (like most MegaViolents), but more often he will retreat against any real threat. Followers often glom onto Toughs as their protectors.

BODY 1-2 higher than the normal for his age group [max 8].



she uses the blatant promise of it (along with her

looks), to manipulate the opposite sex to provide her every wish (it's called "leading them around by their hormones"). Viewed with disdain by others of the same sex, her reputation is probably checkered at best, but may not be totally deserved.

ATT 6+.

These archetypes can also be useful to the GenGM when coming up with juve NPC's, using this info to create supporting juve characters. Be sure to put individual spins on them to keep them from being the "typical" Nerd, Jock, Tough, etc. And beware of using this too often; it can result in NPC's that lack depth or originality.

Character Creation: A Shared Experience

Cybergeneration usually has both the player and the GenGM cooperating in the character concept. As a player, you're deciding which yogang your juve belongs to, as well as the usual bits of age, appearance, skills, etc. As a GenGM, you're deciding what sort of Cyberevolved the juve turns into, the people the juve deals with, the juve's parents, and so on. These two halves are not mutually exclusive. Players and referees should talk to each other a lot! Make the experience of character creation something that is fun for you both.

GenGMs: Use that Plotpath judiciously before play begins, perhaps during the first session where the players are making up their characters. Once your players have chosen their yogangs, you have a starting point to determine their parents, home life, siblings, who their parents work for (if they work at all), the neighborhood, and other such things. Taking the time to do this can help the players develop characters that think and act like juves, and give you ideas for future adventures. Keep in mind that although all of us were teenagers at one time (and some of you still are), most of us have forgotten what it was like. By creating a realistic environment, you can help each other to create characters that think, talk, walk, act and react like juves, as well as bring to life the juves' world.

Players: Be aware that if you choose your juve's yogang without talking to the other players or the GenGM, you may find yourself saddled with a character that's completely incompatible with anyone else. In addition, you'll have created a big headache for your GenGM (and making the GenGM mad before the game has even started is not a good thing). Having Goths and Squats in the same group immediately springs to mind as a sticky situation, as do Guardians and MegaViolents together. Or having an EcoRaider in a campaign that avoids the EcoFront. These situations aren't impossible, but require special attention on everyone's part to avoid derailing

the game. Take the time to talk to each other together as a group, and see if you can come up with some overall theme to your campaign that will help guide your character's creation.

GenGMs: Choosing what sort of Cyberevolved the juves turn into is just as important as choosing what yogangs they're in. While you want to have a balanced group, don't sacrifice playability for balance. Make sure there are things to do for each Cyberevolved type you choose. In a MediaFront campaign, there may be plenty of work for Scanners, Wizards and Jammers, but not much call for Alchemists or Tinmen. Don't just leave them out. Give them the opportunity to use their Cyberevolved skills in challenging ways, and keep in mind that the only way they can gain experience is to actually use those skills.

When choosing the Cyberevolved types, the last thing you want to do is make a player be a type that they're not interested in (don't you agree, players?). If they don't have a good grasp of the concept of netrunning, they probably aren't suited to play a Wizard. But how are you going to know? Ask. As a GenGM, you can ask the players what preferences they have as to their background, living environment, and Cyberevolved type. Simply have them list which Cyberevolved they would prefer to be, from first to last. Also check out the new Cyberevolved types from the Cybergeneration supplements; they give the players more options. This also gives you an opportunity to exclude certain Cyberevolved from your campaign by selecting the types from which the players make their preference list. If you don't want Tinmen, for example, don't put them on your list.

both: When a player makes a character, or the GenGM makes an NPC, you must balance and understand the Stats and Skills. All too often you players don't understand that some skills are vital, even though they don't seem to be. Little Angel, for example, is often overlooked by first-time players. Because of this, you often assign few or no starting points to it at all, and then regret it later when a low score leads to getting hauled in by BuReloc. Schoolin' is another one. Sure, Manipulate (the Alchemist Cyberevolved skill) is added to TECH when used, but GenGMs can give the Alchemist a bonus on her Manipulation roll if she used her INT plus Schoolin' to figure out what sort of material she was dealing with first.

When choosing Stats and Skills, players shouldn't "mini-max," pumping your skills in certain areas as high as they go, and not putting anything into others, and creating, for example, a fighting machine. Unfortunately, these are very one-dimensional characters, not good for much else. Most campaigns are more than just one

combat after another, however, and that character is going to be bored much of the time. Try for balance and you'll have a character that you can use in a variety of situations. GenGMs, keep an eye out for min-maxing, and make sure that your players understand that a well-balanced character means an opportunity to be involved in every part of the game, not just a few.

The Plague is What You Make It

The way the CNM's infect the juves is seemingly random. With the discovery of new Cyberevolved types (some of them very rare), the approximate chance of becoming any particular type of Cyberevolved (for those that become Cyberevolved) is as follows:

Table 1.1 [Evolved Table]

Type	Total %	% Roll
Scanner	35%	01-35
Wizard	20%	36-55
Tinman	18%	56-73
Bolter	11%	74-84
Alchemist	9%	85-93
Scout (EcoFront)	2%	94-95
Jammer (Media Front)	2%	96-97
Medic (R. M.)	1%	98-99
Other Sport	1%	00

Based on the chart, you can see that most players will be Scanners, Wizards or Tinmen, with a Bolter and Alchemist perhaps thrown in for good measure. The three newest types, Scouts, Jammers and Medics, should be rarely used, and even then only one at a time, most likely.

The combination of yogang and Cyberevolved type can produce some "natural" combinations and some that you would have never dreamed of. In a perfect Cybergeneration world, every Mega-Violent might be a Tinman, every TinkerTot an Alchemist, every Vidiot a Jammer, and every Net-worker a Wizard. Well, the world's not perfect. The nanites really don't care what sort of person they are infecting. All they care about is that the host has the necessary requirements to be "chosen" by the little machines. So sometimes MegaViolents become Scanners. Some TinkerTots become Bolters. Some Vidiots become Alchemists. Some Networkers become Tinmen. Life is like that.

But who listens to boring statistics or numbers? You'll want to make characters that are vibrant and lifelike, who are going to make the game interesting, and who are perhaps a cut above the rest.

GenGMs: Think about what sort of Cyberevolved types mesh well with particular yogangs, and why. This is not to say that you should only assign Cyberevolved types to complimentary yogangs. The nanites don't know which host will be the best. (Or do they?) Often a contradictory yogang/Cyberevolved combination can be exceptionally fun. Imagine the MegaViolent who becomes a Scanner, and then feels his opponent's fear in combat (or worse, doesn't feel that fear, making him wonder what his adversary has up his sleeve). You might also try the BeaverBrat who becomes a Tinman, lacking the up-front combat skills but trying to make up for it in trickery and clever use of the Cyberevolved powers. A BoardPunk/Wizard proved a righteous combo as she let a familiar inhabit her smartboard and linked to become an unstoppable street machine. Or mix a yogang/Evolved combo that seems contradictory such as a Tribal/Wizard. You'd be amazed how inventive players can be when given a challenge.

When assigning the Cyberevolved types remember to make sure that every player is given a combination that, in some way, allows them to be an active contributor to the story. The last thing you want to do is make a group full of combat monsters (not the best CGen group to begin with) and then have one player that's a TinkerTot/Scanner with no combat ability. He'll become an instant wallflower in the game, counting toenail clippings while the rest of the group is kicking tail on the BuReloc thugs.

It's also rather important to have at least one Wizard in the group. The new, user-friendly version of netrunning in Cybergeneration 2nd Ed. is designed for easy access and should allow even the cyber-intimidated to netsurf. The world of Virtuality and cyberspace is a great tool and well worth exploring in the game. Don't cut the characters out of this fun by leaving them without a Wizard, and make sure that no character is ever without a set of v-trodes!

Some of the best groups are built around a team concept with complimentary types of Cyberevolved.

- A group with Wizards, Jammers and Scanners is a potent combination that can play merry havoc with all sorts of communications, electronics, and the people who run them.

- A group of Tinmen, Bolters and Scouts can also be fun as a more combat-oriented group.

- An Alchemist, Scanner and Scout team can be fun, going around, scanning it, scouting it, and then hay-duking it, with "it" being just about any physical piece of equipment the ISA or other enemies of the Cyberevolved own.

Keep in mind that until the characters gain some experience and increase their Cyberevolved powers, they're going to be a jack-of-all-trades group, but masters of none. Whatever combination you end up choosing, you need to maintain that fine balance between party abilities and the opposition. Don't throw combat situation after combat situation at a group designed to operate covertly, perhaps gathering and disseminating media data. If you do, you're going to have a bunch of unhappy players real quick. There's no free pizza in that.

Goals for Individual Characters

Every juve in the game should have an individual goal, something they are personally striving for. Individual goals help the players develop the background of their characters, get into their role and be consistent within it, and slowly but surely turn their juve characters into adults.

The initial goals are up to you players out there. Don't shirk this duty, slackers! At the beginning of the campaign, each player should write down one or more individual, personal goals for their character and give them to the GenGM. They can be unique for the character or related to their yogang interests. While the players continue on the process of character creation (perhaps during the "shopping spree" at the Mallplex), the GenGM should take each player aside and discuss the character's goals.

During this discussion, you'll both explore why the juves have these goals. Try to find the story behind the story. Both of you should take notes and pay attention. What you're creating is the raw data that the GenGM can refine later into story elements, rather like developing part of the Plotpath together.

Some typical examples of goals are:

- avenging the death of a parent or sibling.
- trying to get rid of a long-term rival.
- trying to find a boyfriend or girlfriend and establish a long relationship (longer than two weeks).
- trying to make some money and buy that cycle/computer/v-sim
- make a better life than the one they have.
- leading their own yogang.

Also, don't overlook the ultimate dreams of your juves. The age-old question "what do you want to be when you grow-up" is still an appropriate one. If any players are stuck for an answer, suggest that they choose an Edgerunner character

type from Cybergeneration 2nd Ed. (pages 213-216). Don't discourage or discount the choice of wanting to work for a corporation, either. This is the beginning of the game, after all, and it's likely that some juves aren't going to know any better. Besides, it provides ample story material for later, when the juve loses her illusions in the face of harsh, jack-booted reality.

Measuring and Meeting the Goals

GenGals: When setting a goal, it should be possible to achieve it within the context of the game. Some goals might not be immediately possible, but intermediate goals can be established that will put those juves on the path to their final goal, thus giving them a sense of achievement. So it's worthwhile to try to work out a way of measuring the character's progress towards these goals.

Fortunately, the nature of role-playing games provides one method of measuring this progress: *improvement points*. If one of the goals for a character is to become like Morgan Blackhand, you can measure the progress towards this goal with the increase in skills. This is doubly true of picking up Edgerunner skills, since they're much better than the juve-gang skills. A juve's Reputation (see page 25) is another way of benchmarking their progress. Other achievements will be self-evident, as when the juve scores that date with the heartthrob of the school, or gets that job at the local Mallplex that pays top dollar and gives them access to a microfactory on the night shift.

As the story progresses, your juves will achieve some of their goals and reach for something better. Good for them. Be ready to pick another

goal, perhaps building off the first one, taking it to the next logical stage. For example, say there's a Goth in the group who wants to become a musician. After going through some games with the character picking up musical skills, and maybe even joining a band, what's next? Well, there is always becoming more famous, especially with other Goths. Perhaps the juve wants to turn their musical skills against the government-dominated music industry, and a new goal could be produc-



ing illicit audio v-chips, or doing pirate broadcasts of music videos.

The fact that the characters in the game are also Cyberevolved gives a whole new set of possible goals for them, usually trying to develop their Cyberevolved abilities for greater effectiveness. Since the Eden Cabal discourages juves from killing, the juves are also going to need to learn how to use some of their lethal abilities in less lethal ways.

Scanners: You may want to practice reading as many different kinds of people as possible, to have a better chance of reading people when it counts. You may wish to start with other people in the group, or trying to read people in crowds at concerts, or in areas of high electromagnetic background levels. This will result in your Interpretation score going up faster, and making you more perceptive of those around you. You may also want to look at the Gestalt ability from VirtualFront. Getting good at this provides the group with an effective and very secure means of immediate communication, as well as some of other possibilities (like trying to yank corpsicles into the Gestalt experience in the hope of freaking them out or showing them the error of their ways).

Bolters: You may want to try banking your shots, so to speak, practicing shooting your monofilament hexite chains around corners, into sewers, up stairs, or into another room. You may also try ways of hitting more than one target at a time by learning to observe the rooms those targets are in and looking for items that will conduct electricity. In one game, a Guardian Bolter offered a cup of coffee to a BuReloc agent who was taking a break from clearing out a tenement. Trusting the Guardian's wholesome look and supposed appreciation of BuReloc's job, the agent took the coffee and had a sip. Zap! The Bolter had already extruded a bit of charged hexite wire into the coffee. The agent was knocked out, but not really hurt. The Bolter and his friends stripped him of his uniform and stole his patrol car, using it to crash into a couple of CorpSec spinners that were parked nearby. The BuReloc agent was picked up by his own agents and shipped off to a camp, taking a week before he was finally discovered and released. Meanwhile, the corporation charged BuReloc with a whole host of civil violations, increasing tension between CorpSec and BuReloc for weeks. Thus, the Bolter, who had a goal of using his Cyberevolved skills more creatively, achieved it, and tweaked BuReloc and CorpSec in the process.

Tinmen: You can work on shaping your hexite limbs into more refined pieces of equipment, possibly with moving parts. You can even try to work on the legendary Tinman ability of turning your hand into a gun around a handful of bullets. You may want to test your Cyberevolved abilities, pushing them to the limits, seeing how thin (or how long, or how wide) you can make your limbs. One GoGanger Tinman practiced long hours, and eventually was able to shape his body armor into a cool-looking roadrasher to protect him if he had to lay his bike down. He also practiced shaping it and his limbs to make him appear to be a cybernetic guard dog, allowing him to traipse around with some Golden-Kids as their pet, a great deterrent to a lot of folks who wanted to do the group significant harm.

Wizards: The kinds of goals that you can pick as a Wizard is limited only by the boundaries of the Net, and, as Rache has proven, there ain't many. You can set goals of increasing your Arcane skills, creating new, versatile, and powerful familiars. You can start on weefle runs against easy targets, then work your way up to the big corporate dataforts, maybe working with other Wizards as cyberspace freedom fighters, liberating data and distributing it to everyone. Even the sky isn't a limit as you can try to jump to the Orbital Grid and access the rest of the world; it won't be easy, but, hey, you've got the wiring.

Alchemists: As an Alchemist, you have the most room to grow. Alchemist goals can include learning more about chemistry and metallurgy, giving you a greater understanding of how your power works. Increasing your Schoolin' can be useful as it broadens what you can manipulate. You could try to sample any new substances you encounter, becoming a material connoisseur, giving you an advantage when dealing with unknown materials that are similar to something you know. You can also try building more refined shapes with your nanites, which would help all the juves save when they can just buy raw materials and turn out finished goods.

In the end, you are all there to have fun. Communication is the key during the entire character creation process. The players need to communicate their desires to the GenGM, and the GenGM needs to communicate their ideas to the players. Together you can build a set of characters that will give all of you a totally chill game.

The Facts of Life

A Juve's Guide to Love and Sex

So there you are, sitting on the couch in your conapt with your favorite femjuve. The parental units are working late (as always), and your plan is working just as you had hoped. The chemistry between you is tangible. Your breath grows faster and warmer as you move close. The moment is here. What are you going to do? You have no clue.

Love among the juves of 2027 is much like it's always been among teenagers: a roller coaster of confusion, passion and fear. Actually, romance at any age can fall under those conditions; juves just burn through them faster than most adults. So you had better think about a few things before you leap into love.

Is your juve ready for love or are they just not into that yucky stuff yet? Even ten-year-olds can get slammed by Cupid's Arrow, but is that how you want to play it? Younger kids in particular may be hesitant to admit that they find that other juver

"kinda okay." Ignorance of what to do and fear of rejection often keep young juves from expressing their feelings to the object of their affections; they may have all the programming but none of the protocols. Instead, they might express their ardor in jokes or bitter jibes at their potential paramour. Whole romances have gone for months without either party ever admitting (even to themselves) that they feel anything except total revulsion for the other. This can be fun to play, and the tension can add tremendous humor to a game. Other kids just haven't clicked to any of this yet

— they aren't interested in inputs or outputs unless you're referring to a computer — and might be thought of as effectively neuter in gender ... until puberty hits with a vengeance.

Other juves jump into romance with both feet. Juve love is most often a romantic whirlwind.

They fall deeply in "love" with each other in a very short time, pledge their "eternal" love, and eventually — say, within a week — have some sort of terrible argument and split up. Perhaps it lasts longer, maybe months, maybe even a whole year, but it's a rare juve whose eyes won't wander and find some new and interesting target to chase after.

Even though it's fickle, teen passion is intense. In keeping with the earlier description of juve emotions, they see every love as the BIG one, the one to last forever ... even if it goes thermo by the end of the week. Juves don't usually look that far ahead. They know that what they feel now is real and true, and that's all that matters.



Play it that way. And there's nothing that says that they couldn't find something solid and lasting — it's just a bit harder to do among people whose experience is limited and whose hormones are raging.

An additional pressure in teen love is that of peer approval. What your yogang or peer group thinks of your paramour can really affect your relationship (as Romeo and Juliet found out the hard way). Status among your peers is probably important to you — are you willing to love "outside your group?" Can your love transcend any barrier, or will you be forced to turn your back on a prospect because they're "just not chill enough" or are "too weird" for the rest of your yogang?

Love: The GenGM's Friend

Such hot to cold relationships make great plot fodder. These sorts of relationships will set up rivalries, friendships, and blood enemies for years to come. It also lets you tug at the emotional heartstrings of your characters. See pages XX-XX for a detailed set of GM guidelines for love and the single juve.

The birds, The bees, and The Cyberevolved

Sex can be as confusing for juves in 2027 as it is now; they've got the data and the desire, but aren't sure if they want to use it. They're very street savvy; they know exactly what it is they're trying to do, or at least as much as they can gain by watching pay-per-view channels like Night City's STV-11. That doesn't make them feel any less nervous about it, however — in fact, it may actually increase their unease. Their bodies might scream for sexual contact, but they know that sex has serious risks, both emotional and physical.

There is a lot to be paranoid of out there. Remember that AIDS was followed by AIDS2 and a variety of other sexually-transmitted diseases. While this

has in no way cooled the passionate fires of teen ardor, it has certainly made them more aware of the potential consequences. In addition, sex still has some old double-standards attached to it. Expectations of what sex means to the relationship can differ between partners as well. Current studies still indicate that many females look for emotional commitment in sex while many males just want to spread their seed — not a good set of assumptions to build a relationship on. 21st century juves are better at talking about this than previous generations, however, and expectations are leveling out.

Even if they're ready for love, you should decide if your juve is ready to take the leap into sex. Age can have a LOT to do with this, as an eight- to ten-year-old is unlikely to even have the desire, let alone the ability, to have sex, assuming they were given a choice (Ouch! Nasty subject). Older kids may be going through the physical changes towards sexual maturity, but that just means they can indulge; it doesn't mean they have to. How was your juve raised and how does that shape how they see sex? Take a look at your character and consider if this is something they're ready to deal with. Real juves have to do that all the time.

As in real-life, the first and foremost concern of juve sex is the possibility of pregnancy and/or sexually-transmitted diseases and the prevention of both. In 2027, there are a variety of methods for juves to protect themselves against pregnancy and STD's. The problem is that, except for condoms and implants, access is restricted, often requiring parental approval, and the state can easily track any illegitimate purchases through the Net.

The condom still enjoys popularity (there are versions for each sex), and provides even better protection against STD's than ever before (it had to, some of the new STD's are mean). Unfortunately, it's the least effective against pregnancy. Oral contraceptives are available for men and women, but what femjuve in her right mind is going to take the word of the boyjuve who says, "Sure, baby, I took my pill." As a popular and inexpensive alternative, there are *contraceptive implants* for both sexes. Implanted in the arm or leg, this requires parental ap-

proval for application to a minor. A quick UV scan can immediately display the remaining effectiveness of the implant (they're good for 3 to 5 years), and it can also be used to reassure your partner that you're "covered." Some parents have these implants automatically put into their own children when they come of age (12-14 years old), although the juves don't necessarily know. Oral and implant contraceptives provide the best protection against pregnancy, but no protection against STD's.

There are also surgical and nanotech methods, some permanent, others reversible, although no doctor in his right mind would do such a thing for a juve. These methods are still expensive, and as such are only an option for the wealthy client.

Of course, if a femjuve finds out she is pregnant, the first thing on her mind is not the question: "Is my baby going to be a mutant freak?" No, the first question is, "HOW AM I GOING TO EXPLAIN THIS TO MY PARENTS?" This leads to a whole host of other questions and decisions that the characters will have to make. Should they keep the child? Can they offer up their baby to the state for adoption? Will the state even let them keep the child should the parents find out? Can they raise it while on the run from the ISA? How will they support the child? How will the CNM's affect the fetus? Will the boyjuve responsible share the burden? ARE THEY READY FOR ALL THIS? Welcome to the world of teen parenthood, juve.

As for explaining it to the parental-units, that's one that inadvertently pregnant teens have been trying to figure out for centuries. You'll have to figure it out on your own. It'll be good for you. Builds character.

Sex among the Cyberevolved can be an even more unusual situation. Without getting too tasteless (we leave that to you players ... you're better at it), the radical physical changes in the Evolved could make sex a new and different experience for even the most jaded juve. One basic question has to be asked: will an unEvolved partner see the Evolved one as a freak once the fact is revealed? If not, then a series of other dilemmas might present themselves. Will a Scanner be able not to share the emotional output of her partner, or will she instead be overwhelmed (in either a good or bad way) by the flood of feelings? Will the Tinman's girlfriend be turned off (or on?) by

Consenting Juves

Something to keep in mind when your juve is getting all hot and bothered is that sex takes two (ideally). That means your partner has to be into it too, or it's no party. We're not going to tell you the skill roll for seducing another juve (although high EMP, COOL or ATT doesn't hurt); you've got to roleplay it. Of course, consent runs both ways, and your juve shouldn't have to do anything they don't want to.

Corporate Celibacy

Many corporations have programs promoting teen celibacy. You'll see them in every corp school and not a few juve hang outs. Some go as far as using hypnosis to install mental blocks against sexual arousal in their members. Unfortunately, anyone so treated may have a violent reaction (40% chance) when confronted by a sexual situation (the energy has to come out somehow). This could make for some interesting moments in the back seat of the Metrocar ...

In-Sur Pregnancy Test

test kit includes: Two In-Sur patented, one-use, flushable wands. directions for use: Hold In-Sur in urine stream for a full thirty seconds. If results are negative, repeat every time. Dispose of biodegradable, code 3

If results are negative, are guaranteed before med

If results are weak

sician's advice. In-Sur wands should always be consulted

test again within the same or consult a physician.



CMM's can be a mixed blessing

A major problem for the Cyberevolved and some of these contraceptive devices is that their bodies reject any sort of invasive implant, from cyberware to simple subdermal chips. It isn't the drugs that the body rejects, but rather the physical object itself, which the nanites immediately recognize as a foreign object and therefore "heal" the juve by dissolving the implant. This could be one way a concerned (meaning paranoid) parent notices something unusual about their child. "Darling, what is that dark patch on your arm? Was that your implant? It isn't supposed to show. I'll make an appointment with the family practice clinic at work, to see if anything is wrong." Of course this assumes the juve has a parent that is that observant (or has programmed an AI to be).

the way the hexite limbs graft smoothly into the flesh of his torso? Will the Bolter lose control and shock her boyfriend on the first kiss? There's potential for both high comedy and intense tragedy here, but it also needs to be handled with class.

You can handle it with class, can't you? Oh, what's the point? Just go for the tasteless schlock.

Teen Fashion

Teen Fashion in 2027 is largely a matter of what yogang you belong to, where you live, and how much money your parents have. The Goth juve of poor parents is not going to have clothing as fine as another Goth juve whose parents are bloated leeches on the belly of the corporate state. In some yogangs, you live or die by your clothing.

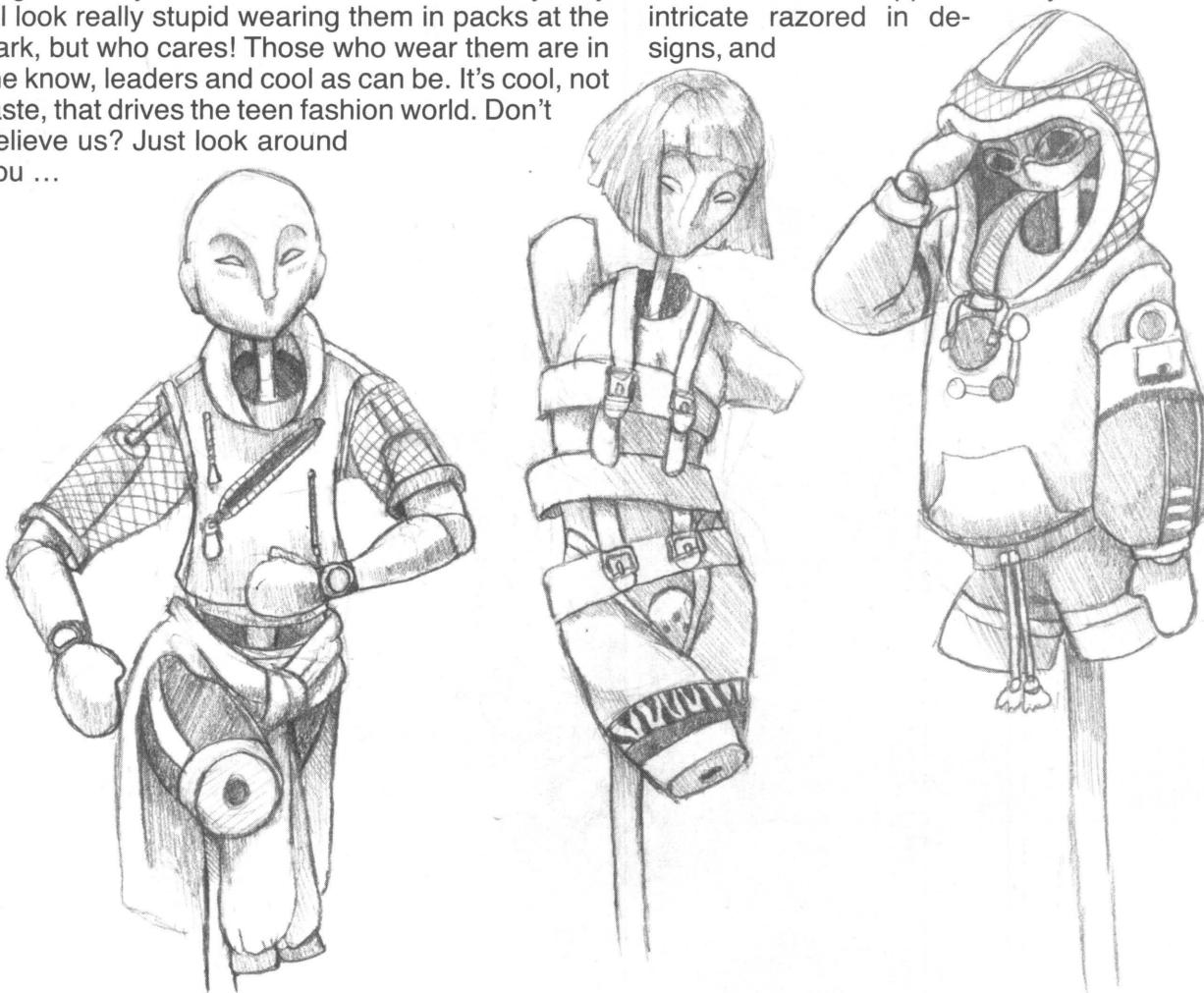
For example, the MallBrats are always decked out in the latest fashions. "Oh, your outfit's so five min-

utes ago," is a common insult to a MallBrat. They take it very personally. They go to great lengths to have a style in their closet (or on their backs) the day it comes out. If they can get advance plans, even better: They can look like trend setters and fashion magnates. Clothes are also very important to GlitterKids and Lookers, and the richest ones have permanent accounts with most fine clothing stores.

Make sure your characters are aware of fashion and style. They should want better clothes. Make your GoGanger drool over the (real!) antique leather biker jacket in the window of an upscale store. Maybe he'll want to swipe it. It certainly makes for good story material. They should be afraid of being left behind by the pack in the craze to get neon-yellow mirrorshades. Sure, they may all look really stupid wearing them in packs at the park, but who cares! Those who wear them are in the know, leaders and cool as can be. It's cool, not taste, that drives the teen fashion world. Don't believe us? Just look around you ...

Many juvegangs dress up to be immediately recognizable to other juves, but there is still quite a bit of room for variation within those gangs. Not all GoGangers wear leather jackets, and not all Goths are into black silk and lace. Also remember that music plays a big part in the life of any yogang, and they often imitate the styles of those musicians they like the most. Style varies from yogang to yogang, and each tries to pick a style that is immediately recognizable. Here are a few examples of style that you can use in your game:

b-BYGS & FLY GIRLS: Originating from the rap and hip-hop youth culture of the South Bronx in the late 1970's, this is characterized by stylish track suits, well-coordinated but sometimes garish leather outfits, cropped hairstyles with intricate razored in designs, and



One thing that is a trend among all juves, however, is a movement away from the glitz and glitter, the outrageous styles of their parents. They aren't interested in flashy chrome exteriors, blinking neon jackets, or flaunting corporate flash and cash. They wear their clothes to identify who they are, where they come from, and most of all to rebel against their parents (except for maybe the BeaverBrats).

blatant jewelry. Common among BeaverBrats, GoGangers, MallBrats, some MegaViolents, Taggers, and Vidiots.

CASUALS: Characterized most often by a prominent display of designer and popular labels on what would otherwise be normal, bland, boring clothes. The clothes are generally of good quality, but are worn more by juves who are not from the right side of the corpzone. Common among BeaverBrats, GoldenKids who are dressing down, MallBrats, Rads, TinkerTots (who man-

age to look even geekier than most), V-Punks (who just don't care), Networkers (for camouflage) and Vidiots (especially when "on-location" to blend in).

HEADBANGERS: Long hair, intricately painted leather jackets with suggestive art and logos from bands past and present, metal pins and hoops, and lots of metal studs, paired with blue jeans and heavy boots. Not to be confused with Punk. Common among GoGangers, MegaViolents, Moshers, and Squats,

NEW ROMANTICS: Sort of like fancy punks (see below), with soft, elegant fabrics, commonly patterned after old clothing styles, especially of the 1890's and 1920's, combined with unusual and ethereal makeup. Common among some of the more cool GoldenKids, Goths, and even some Vidiots and Networkers (who like the "old-movie" feel of the clothes).

PSYCHOBILLIES: Cross rockabilly and punk and you get psychobillies. With greasy 1950's hairstyles mixing with faded jeans and battered leather jackets, some of these juves have gained a reputation for a post-holocaust level of violence, and it shows in their clothes, with tattoos completing the picture of post-punk trash. Common among ArcoRunners, GoGangers, some Guardians, MegaViolents and Squats.

PERVS: Tightly laced corsets, high heels, exposed stockings and garters, skintight leather or PVC bodysuits, mostly in black with bright shiny chrome zippers and decorations. The more it reveals and yet conceals at the same time the better. Many parents disapprove of this style on juves, but that has never stopped them from wearing it when the p-units aren't around. Common among many of the Goths, a few twisted MegaViolents, and small but surprising groups of Trogs.

PUNKS: The classic punks have never gone away. Brightly colored mohawks are still the hairstyle of choice, although short spiky hair and "complete and utter mess" hair styles are also popular. Black leather jackets are festooned with studs, spikes, and often brilliantly painted with neo-anarchic symbols, slogans and band logos. The point of punk is to mix up styles so as to come up with the most shocking combinations possible, from lingerie and army surplus to bondage pants and a sport shirt (liberally splattered with ink) and tie. Common among BoardPunks, GoGangers, some Goths, MegaViolents, Squats, and Vidiots.

SKATERS & SURFERS: Baggy clothes, brightly colored (often in neon) with mind numbing, clashing patterns from neck to toe, including the shoes! Although road-rashers have become

popular with most BoardPunk types, many of them still wear these sorts of clothes over their 'rashers. The clothing often reflects a sort of "bad-juve" attitude, as most boarding is banned from public places and boarding is, by its very nature, somewhat dangerous. Remember, that many non-boarder-types who have never risked life and limb on a dangerous thrash wear this because it's cool. Common among BeaverBrats and BoardPunks.

TECHNOS: Extremely synthetic, post-apocalyptic clothing styles, often hanging with little bits of cast-off technology (like circuit boards and microchips) or industrial trash (hubcaps and scrap metal). Urban commando cammies and anything made out of metal or obviously synthetic materials is a must. Especially favored by geeky TinkerTots trying to look cool (they do, after all, have access to some of the best accouterments). Common among ArcoRunners, Taggers, GoGangers, some Goths, some Guardians, MegaViolents, Squats (wearing whatever they find in the bins), TinkerTots, Trogs and Vidiots.

Note: GlitterKids, GoldenKids, Lookers and Mall-Brats vary styles greatly from week to week or even day to day! It all depends on what is hot and what is not, and the last thing any of them wants is fashion that is even five minutes out-of-date. Facers wear what they need to, of course. For more information on various clothing styles, we highly recommend Streetstyle, by Ted Polhemus (Thames & Hudson, Inc., ISBN 0-500-27794-X) or FRUITS by Shoichi Aoki (Phaidon Press, ISBN 0714840831.) Also, don't be limited by this list! Try out some different things, like Tribals or BoardPunks who are based on Rastas, or Goths who dress up like Mods! Juves are, after all, the ultimate experimental beings, and there isn't any clothing style they won't consider at least once.

In 2027 many schools require students to wear uniforms or to not wear certain types of clothing to school. Frequently, juves dress as they have to at school, then change right after to go hang out with their friends at the Mallplex. The same goes for those corps that require their employees (and their families) to wear corporate uniforms on corporate property (which may include your home). They also may not wear their yogang clothes around the house, for fear of one of the parental units asking them where they got the expensive new boots, or why they're wearing a spiked armband.

Aside from being instantly recognizable to other yogangs, clothes are a certain measure of status within the yogang. It may not always be a matter of having the most expensive clothes (although that helps), but more a matter of how the character wears them, how they put it all together, and how confident they are while in them.

Clothes are hardly the only measure of a juve's status within a yogang. Some yogangs, like the MegaViolents, have a clearly defined structure as to who is on top and who is on the bottom (often based on who can beat the snot out of whom). For others, like the Guardians, it's skill-based, with a rigid militaristic hierarchical structure. With Goths, it's who is best at dumpster diving or doing death-defying dares, double dares and triple-ghost-dares.

So just how fashionable are your juves? Fashion isn't just a matter of what you wear, but how you wear it, cho! Even the hottest outfit isn't going to turn that slouching, geeky BeaverBrat into a major attraction. So, to find out how fashionable your juves are within their yogang, have them make an ATT + Fearless Leader roll (difficulty up to you) when they're trying to impress someone with looks and style.

Realize that not every yogang of the same type has the same requirements for climbing the social status ladder. While one group of Squats might have a contest to see who can find the most empty wrappers of Roast-Beast pre-pak in a single day, others might have one that requires a city wide scavenger hunt of epic proportions, with a list of exotic and hard to find things. Some BoardPunks may decide that you are way tubular if you do an aerial 360 on your smart-board, others may want you to thread the needle by flying through the logo on the Arasaka building.

A lot of this has to do with

the status of the yogang itself. Remember, these really are gangs in many ways, with names, colors, logos, common purpose, oaths and blood bonds, the whole deal. One BoardPunk gang may be a lot better than the rest, but they have to keep proving it with bigger and better runs, or the others will start calling them has-beens. And the hottest yogang gets the best recruits, so staying on top can be important.

Whenever a player makes any sort of roll on another juve, keep in mind the relative status of their two yogangs when assigning the difficulty. If the target juve is a member of the most feared Goth yogang in town, and you are a little Burb-clave BeaverBrat, it won't be quite so easy to intimidate them. If, on the other hand, you belong to a MegaViolent group of high school bullies (who are being recruited for the school football team, by the way!), the Goth is likely to show a bit more respect, if not for the player, but for all the friends the player can call upon to trash the Goth should the encounter go wrong. Who you know is just as important to juves as what you know, perhaps even more important.

Reputation and Status [Optional Rule]

Reputation is a numerical stat introduced in Cyberpunk 2020 for Edgerunner's, but it's equally usable for juve-punks in 2027. For those who don't have CP2020, Reputation is a measure of how well known your character is for what he does. It's established by the character's actions and awarded by the GM over the course of the campaign. When dealing with status-based interactions or new encounters, a character's Rep



can influence how other characters react to him, sometimes for the better, others for the worse. Generally, roll 1D10 in such a situation; if you roll under the character's Rep Level, the others may have heard of him. Here's a Reputation Table scaled for the yogang community.

Reputation Table [Table 2.]

Level	Who Knows About You
1	Only a couple of people appreciate your abilities.
2	Stories have gotten around to immediate friends (your clique).
3	All your fellow 'gangers and casual acquaintances know.
4	Stories are all over the local area on the yogang circuit (your school and city district).
5	Your name is recognized by other yogangers citywide.
6	You are known on sight by other yogangers citywide.
7	A local news story has been written about your exploits, which means others besides the yogangs may know you.
8	Your exploits regularly get posted on the yogang/Revolutionary circuit locally. Local authorities are probably aware of you.
9	Your exploits regularly get posted on the yogang/Revolutionary circuit statewide. The federal authorities may have taken an interest in you.
10	Your exploits regularly get posted on the yogang/Revolutionary circuit nationwide. The federal authorities probably want you incarcerated.

Reputation can be a disadvantage as well. The authorities may notice you if you have managed to achieve real yogang status (they aren't totally blind to this stuff). Also, whenever you do anything really uncool (break the Code, show cowardice, betray a fellow 'ganger), the GenGM can award you Reputation points for these negative actions, and this bad rep may precede you into an encounter. It's hard to face down some Mega-Violents when you've got the rep of running away from tough customers. On the other hand, those same MegaViolents might be chomping at the bit to challenge a StreetFighter with a high Rep for fighting, just so they can boost their own Rep. Nobody said fame was fair.

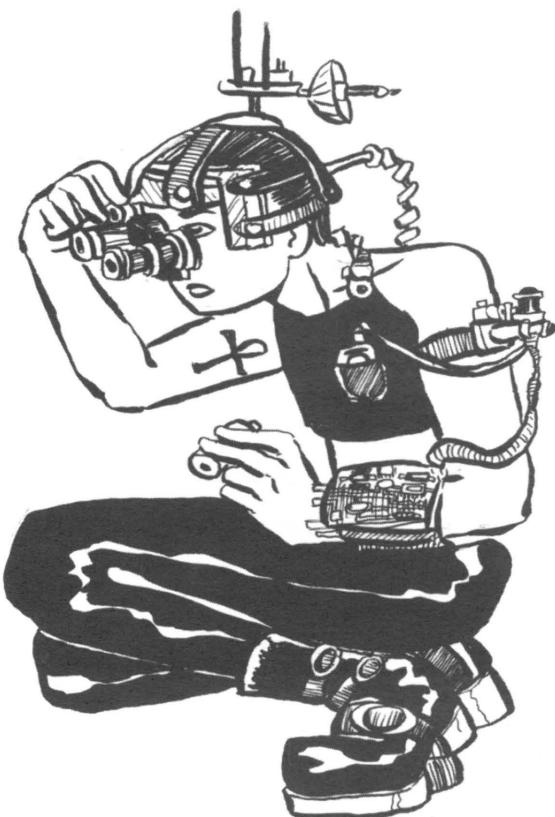
Important note: GenGMs should award Reputation to an entire team as well individuals. That way, you don't have players trying to one-up each other for Rep points (not that they won't anyway). Teams can benefit from working together to achieve the goals of the Revolution and still have it enhance their status. Even entire yogangs can be given a Rep rating to determine their status among other yogangs.

The GenGM can give Rep points for daring or inventive actions, but they should be significant in nature, such as setting up a J-Park under the nose of the ISA or getting a serious broadcast sent out on the pirate TV circuit. Reputation should go up only slowly and be based heavily

on how effective the team is on pursuing their missions. Don't let them get too famous too quickly, or you'll regret it.

In general, the higher the Rep (assuming it's positive), the more respect and cooperation they can expect from others on the yogang/Revolutionary circuit. Also, a positive Reputation can be some-

times be used to replace the Fearless Leader skill (getting added to your COOL) in some face downs and persuasion attempts (this might even work against Goth's Deathwalk skill).



26 CHAPTER 3: THE CYBERGEN- ERATION CAM- PAIGN

Introduction

Okay GenGMs, you've mastered character creation, and you're ready to go. Now it's time to give some thought to the particular type of Cybergeneration campaign you wish to run. Sure, the overall theme is fighting the ISA and the Corporations, but how will this play out in your game? Cybergeneration can have tremendous depth if properly prepared, and it's up to you to do it. Also, remember that you're a player in this game too, and the whole point of playing Cybergeneration is to have fun.

This chapter helps you choose the theme of your Cybergeneration campaign. It discusses what sort of adult help (if any) the characters get, and how to use the Plotpath throughout the campaign to keep the lives of the characters interesting (read: a hellish gauntlet). It gives guidelines for directing your campaign to its logical conclusion: the Revolution itself. There is also advice on how GenGMs can prepare a Cybergeneration campaign; the time everybody takes to prepare for the game will make it more enjoyable for all. Last, we give you some more insight into the faces of 2027 and help you create colorful yogang friends and enemies.

Themes

Choosing the theme of your Cybergeneration campaign helps you establish a certain mood or attitude throughout the game. It can be useful as a reference point whenever things get confusing or as a starting point when you're stuck for ideas as to "what happens next."

There are three things to consider when choosing the theme:

- What sort of story do you want to run or play?
- What aspect of the CyberRevolution do you want to focus on?
- Who will be the main adversaries in your game?

Stories

Getting feedback from your play group can be helpful here. First, talk about what sort of stories you're interested in. If anyone is stuck for words, try asking them to give some examples from books or movies. If they give an example like Casablanca, you can nod sagely and note that there's a desire for some mystery, adventure, heroic struggles, and self-sacrificing decisions.

Genres and Style

While the Cybergeneration might seem a pretty straightforward genre, you do have choices. The cyberpunk genre is fairly varied, ranging from film-noir detective stories to psycho-sociological headtrips. Likewise, Cybergeneration can be approached from a number of directions, determined by your tone, focus and perspective. Consider these possibilities:

1. The Resistance: These are war stories, where the focus is on the juves fighting their guerrilla war against the ISA. The focus is on the conflict, with the characters portraying dedicated freedom fighters striking against a ruthless military police force. The stories are mainly missions against the bad guys interspersed with efforts to maintain secrecy and ferret out traitors. The typical antagonists are BuReloc and CorpSec, although the DSA shouldn't be ignored. Check out old war movies about the French Resistance for ideas.

2. Espionage: Similar to the Resistance theme, the Espionage genre focuses on information gathering and subtle manipulation as compared to the more overt attacks of the Underground. Infiltration, false identities, personal betrayal, second-story ops and psychological mindgames are common elements in these stories. The juves often maintain their normal lives as fronts while adopting other identities to work their way into the ISA's structure and destroy it from within. The DSA, in particular, is an ideal foe in a campaign with this basis.

3. Alienated Teen Tales: Here the focus is on the juve's troubles and transitions. Even though the juves are in the middle of a war, they're still kids, dealing with expulsion from their homes and families, persecution by the state, and a terrible transformation that has left them as something other than human. Tales of teen romance, angst, psychology, and growth form the primary themes here, sort of a teen drama ... with mutants. Other yogangs, the Clarkers, and Final Quarantine are good antagonists in these tales.

4. A brave New World: This approach (recommended for the poli-sci majors out there) emphasizes the science-fiction/sociological aspects of Cybergeneration. The ISA represents the Machine-State, subjugating the individual to the ultimate corporate time-clock. The Cyber-evolved are a fundamental shift in the evolution of mankind, representing both a new humanity and the coming of a new age and society, one where all intelligences are recognized and individual ability and freedom is greatly enhanced through nanotechnology. This clash of ideolo-

gies has resulted in the CyberRevolution, with the future of humanity in the balance. This approach doesn't dictate particular tactics or theaters of operation, but the focus is on the Big Picture (the future of Man), as well as exploring the nature, source and purpose of the Carbon Plague. The Eden Cabal may tend to intellectualize more than in other genres, expounding on the ideas of evolutionary imperatives and social movements. The juves are part of this grand movement, rather like being part of a force of nature. Check out the books Steel Beach, Childhood's End and Brave New World, and the movie Species.

5. Young Superheroes: Cool teenagers with mutant powers battle a corrupt and prejudiced system for justice and freedom! This is the comic-book approach to CGen, with the focus being on the juves using their Cyberevolved powers in fast and flashy conflicts with the cybered-up forces of the ISA. Combat and action are emphasized over strategy and character. This approach can be fun, but you've got to be careful to keep it from getting overpowered, and you may have to work to keep it non-lethal (see Chapter Five). Check any of a number of comics such as Gen 13, Generation X, and The New Mutants for inspiration, but remember: comic books don't have very deadly combat; Cybergeneration does.

Naturally, combinations of these styles are certainly desirable, so don't feel locked in. At the same time, beware trying to do too much in a single campaign and making your theme too vague or diluted.

Almost all good themes can be summed up by emotions and acts. Do you want a game with tragic love stories? Should your game be a bit more comic in content? You might not know until you ask the others, and they won't know unless you tell them. Also, discuss just what themes you think would be relevant to a bunch of post-computer age juve punks (see sidebar). Don't discount things your juves don't have anymore. Even if your juves don't have adult supervision and guidance, they can still establish parent-child bonds with adults that they associate with (or better yet, who come to their rescue).

After you've polled your players, examine your own abilities and style. While you can experiment with new ideas, don't try to run a style of game that you know you're not suited for. If you can't tell a joke to save your soul, don't try to run a game with lots of slapstick pratfalls and in-jokes. If you feel uncomfortable fluttering your eyelashes at a player who is playing a boyjuve, while you are acting out the embarrassingly different femjuve that has a crush on him, you may wish to shy away from a campaign based heav-

ily on romantic themes. You can try to develop these areas later when the campaign is up and running, as a sort of mini-theme within the campaign. If it works you can integrate it into the game more fully. If not, you still have the main theme to fall back on, so the game won't collapse.

Fronts

If you are the GenGM, you also need to decide what aspect of the CyberRevolution your juves will concentrate on most. If you haven't already done so, stop here and quickly the descriptions of each of the four Fronts of the CyberRevolution in Chapter Two (page ΔΔ) and Cybergeneration (page 201). The campaign need not (and should not) be limited to one Front, but depending on the character mix and your own inclination, you may find their activities occurring in one of these more than the others. Don't feel pigeonholed by them.

Games on the Ecofront are full of anger and betrayal, as the juves discover how the corporations, with government approval, have ravaged the environment and destroyed the world the juves are to inherit. The theme later shifts to a sense of resolve as they fight back, winning small victories at first, then greater and greater ones as their own abilities grow. Finally, the theme could transform into one of hope, as they see improvements in the environment of their area that can be traced directly back to their efforts.

Games set in the FreeFront deal with strong emotions and actions, as the juves attempt to free prisoners of the ISA, hamstring CorpSec, and thwart the malign intentions of Arasaka. A lot of this is Junior Spy Guy stuff, since going head-to-head with the ISA in free-ranging firefights only results in a lot of dead juves. Still, much of what the FreeFront does is quite dastardly, reaching into the dark underbelly of the ISA. They're going to discover things they wish they didn't know (like the more extreme practices of the BuReloc camps), and deal with the growing, ugly truth of the world they live in. This will bombard your juves with imagery and cruelty, and may even turn some of them into shell-shocked veterans. It's a good thing kids are so versatile and can bounce back.

When you set your campaign primarily in the MediaFront, you are not only dealing with the emotions of the juves as a theme, but with the considered and deliberate creation of media events that are meant to sway the populace. Much of the way Revolutionary information on the MediaFront is distributed is via underground and unauthorized channels. This opens up many possibilities for "spy movie" themes, with midnight raids on broadcasting facilities to install your signal interrupter, clandestine meetings with those who pass on the truth about the evils of the government, and des-

perate chases with CorpSec nipping at the juves' heels. Setting up and maintaining a pirate broadcasting station is often a major goal in this type of campaign.

The VirtualFront is an almost mythic place to set your campaign, and is often associated with

themes of outwitting the ISA one on one within the sprawling electronic frontier of the Net. This can become a duel of wits, with recurring villains (in the form of AIMO and ISCTF runners, and corporate net hacks) sparring with the players time and time again. Even though not all of the juves will be Wizards, the wonders of Virtuality



ensure that everyone can participate in the Net via V-trodes. Indeed, some aspects of a Virtual-Front campaign can take on characteristics of a fantasy roleplaying game, with Virtual monsters who are terrifyingly real messing with the players. Imagine the surprise of the players the first time they encounter that huge dragon, and they laugh, only to be singed by a burst of real flame courtesy of a hidden flame-thrower unit! Perhaps defeating the virtual dragon disarms the flame-thrower, as it's the embodiment of the control program that makes the flame-thrower work. Mindgames like this abound as the new frontier unfolds. The juves probably think they're ready to ride this wave, but even they may not realize how brutal a tsunami it is.

Campaign Goals

A natural extension of this part of the process is to determine what the specific goals of the campaign will be. While the obvious goal is the overthrow of the ISA, you may want to narrow that down a bit; the ISA is a big place, and these are juves, after all. Some of this will be determined by your Front of choice (or vice versa, your goal may determine your front). As with other elements of the theme, this should be discussed with your players.

Your campaign should focus on the local geographic and cultural area, not much larger than the juve's home state or perhaps as small as their local neighborhood. Then you all need to decide what exactly they want to achieve in that area: bringing down the local BuReloc structure, repairing the local ecosystem, bringing down a local official, or simply fermenting enough unrest to cause a local "mini-revolution" against federal and corporate authorities.

We selected Night City as a campaign area in Cybergeneration 2nd Ed. because of the New America Project being pursued there. If the juves could, through their activities, derail the federal program to rebuild Night City in the ISA's image, it will have repercussions all across Northern California. NorCal was, until recently, a free state, which means that it may take less effort to get the state revved up for a separatist movement or full-blown revolution, with Night City as the ignition point.

The juves don't need to be that ambitious right out of the gate. Their campaign goal could be

as simple as to discredit Leonard Wills, the new corporate supervisor for Night City, and thereby discredit the ISA administration as well. To do this, they may make a series of strikes against local ISA operations, revealing the truth to the public via the MediaFront or simply sabotaging them via the EcoFront. Or they could undermine the electronic superstructure of the administration in the Net via the VirtualFront, exposing hidden databases and accounts and reducing productivity to nil. A combination of these actions is the most likely to be effective.

If these operations are successful, and Wills and the ISA are discredited in Night City, they can consider taking the goal to the next level and try to use this to spread the Revolution throughout NorCal.

Goals can easily change as the campaign progresses and the juves learn more about their opposition and environment. That's good. Flexibility is important to the Revolution and the players should be prepared to adapt to changing situations and strategies... but they need to know where they are going before they can change direction.

Enemies

A final important thing to consider when choosing the theme of your campaign is the style and substance of the main adversaries. We've tried to provide you with lots of options, but it's likely that it will boil down to one or more of the following four:

BuReloc may not seem like an overly competent force at first, but with the almost limitless power they wield to "clean up" the ISA., they strike terror into those who stand against them. BuReloc camps are quietly notorious as places nobody wants to end up.

The DSA, on the other hand, is low-key. They bide their time, then strike like a bolt of lightning, shooting to kill and damning the consequences. They can be the enemy in the shadows, helping to bring an atmosphere of paranoia into the game, especially when the DSA Raptors get into it.

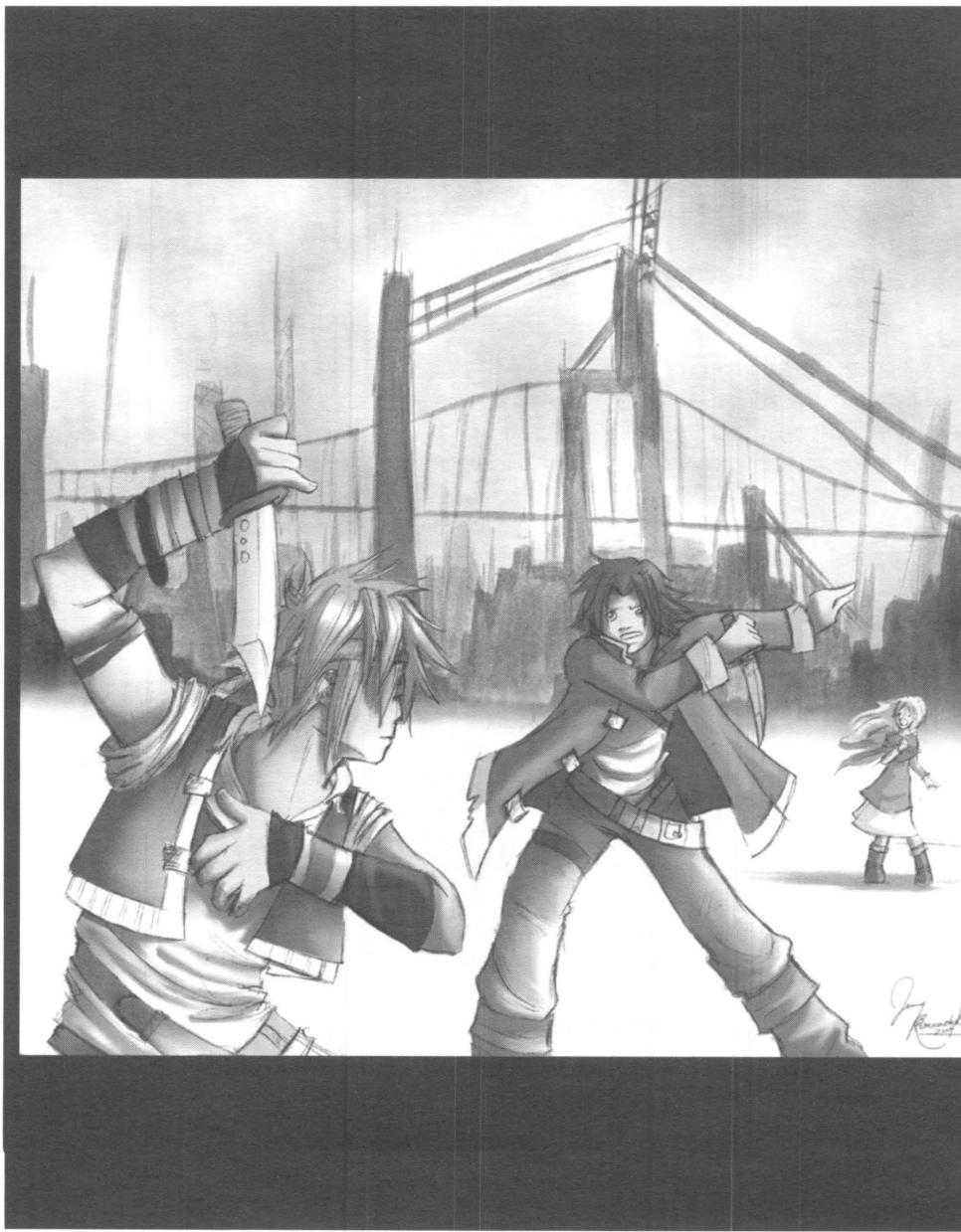
CorpSec is one of the most common enemies the juves encounter. They're efficient corporate police, and about the only thing that stops them is holding very expensive corporate property hostage,

but even then, they may take a chance to stop the juves. CorpSec is the most visible, and therefore often the most hated, of the new law enforcement services — many Revolutionaries will avoid taking on the local police, instead saving ammunition for CorpSec. They are much like the Stormtroopers of Nazi Germany, and inspire the same kind of fear. CorpSec uses this fear as an effective weapon, reinforcing it by example where possible. AIM Overwatch can be seen as the Net extension of CorpSec, corporate-sponsored netpolice making the virtual streets safe for business' interests and ambitions ... right over your derezzed Icon.

If you thought CorpSec, the DSA, and BuReloc were nasty, your juves have never run into the Armed Forces of the Incorporated States of America. While it's unlikely that the military is going to be too concerned with the activities of the juves on the block, if the juves inadvertently target or run afoul of military operations, especially in the Net (where martial law has been declared) they might find themselves facing more than they can handle. The military hits with overwhelming force, hard and fast, but will not pursue an objective beyond their orders. If told to guard a facility, they will stop chasing an opponent when the opponent is clearly no longer a threat, or is beyond the range of hurting the facility. Then they'll call it in to CorpSec or another agency.

While the "Big Four" listed above will probably be the main antagonists, there are numerous other groups who can crop up to make the juves' life hell: LEDiv, the Clarkers, etc. Final Quarantine is among the most frightening and therefore the most effective to use against the kids. Having one of their own parents turn murderous can be a serious wake-up call to any juve who doesn't think that the Revolution is important to their life.

Don't overlook other yogangs either. Just because the gangs agree to fight the Machine doesn't mean they all get along like one big happy family. Rival gangs like bloodthirsty MegaViolents, frenzied GoGangers, and amoral Goths can all be used as foils for the kids; even competitive MallBrats or snobby GoldenKids can be called into play. These villains can be a lot more personal and in-your-face than the ISA, with the conflicts ranging from turf wars to competition for an object d'amour. Remember West Side Story



Pulling It Together

Finally, although you will probably pick one primary theme, don't limit yourself to just that one. Use others to supplement and enhance the theme you have chosen. If you have chosen a "lost loves" theme, having a character find love and keep it can be a contrast to the rest of the

plot, making it seem that much more poignant.

Once you have chosen the theme, it's up to you whether or not to tell your players what it is. While they can better roleplay some situations if they're aware of the theme, they may also be interested in discovering it themselves. Gauge it for your group. Use your chosen theme as a constant guide when creating strings of encounters, major incidents, recurring villains, and helpful NPC's. The theme or themes you choose are your guiding light towards a consistent, vibrant, lively campaign.

Getting Them Together, and Keeping Them Together

One of the biggest problems facing the GenGM, is how to get a desperate group of juves together and have them form a bonds that keep them together. This can be very difficult in Cybergeneration, especially considering the wide variety of yogangs that the juves may come from.

Where They Meet

In Cybergeneration, you can't just have the characters meet in a bar, the tried-and-true trick of many established fantasy adventure games.

Aside from the fact that it's the most contrived and overused cliché for gathering the characters, the juves aren't even old enough to go into one (barring fake IDs).

So, just where will the characters meet? Well, they should all have at least one thing in common: school. You will probably have, from time to time, the character that doesn't go to school, but even then they can get rounded up by the cops (or BuReloc) and forced to go — either to school or the BuReloc camp. The juve will be grabbing a book bag and trying to make it before the bell in no

time. There are other kinds of schools, too, like dojos and social clubs, where juves often meet (such as the Night City Electronics Cooperative, where many TinkerTots learn the tools of the trade).

Another good place is at the Mallplex. There's something in the Mallplex for everybody — the mediacorp adverts say so. The reality is that oftentimes the only thing in the Mallplex for the juves are other juves. If the Goths are looking for a fight, there is nothing like going to the Mallplex and taunting the MallBrats. Still, amusement for one and all can be found there. Besides the Mallplex, or sometimes even within them, there are the arcades, an entertainment form almost universally accepted by all juves. The noise and visual flash of the myriad games makes for the perfect cover for clandestine meetings — and no one will notice a little additional weirdness in this environment, meaning that Wizards, Jammers and Scanners may have a bit more freedom of action.

As it turns out, one of the most popular places for juves to meet and hangout in 2027 are coffee houses. Caffeine is one drug that is not restricted by age, and almost all juves like the kick of a good triple-tall latte. In many ways, these are the bars for the underage, and the often dark and private atmosphere of low-murmuring conversations helps inspire a conspiratorial feeling among the juves.

Many of the Eden Cabal's fronts are run through coffee houses, and they're good places for you juves to hook up with like-minded revolutionaries at the beginning of your campaign.

There are always other options as well; pizza parlors, theaters, paintball centers, etc. The initial contact may not be physical at all; they could meet through the Net (it happens enough now, right?). Clandestine rendezvous in special flaphouses, messages dropped in cloaked email boxes, and virtual disguises could all be part of the group's first liaison. Talk to your players; they



may have their own ideas for hang outs. Use your imagination; any place that juves of the 2000s hang out are likely to still be places those in the late 2020s will meet.

Why Do They Hang Out Together?

Now that you have them together, what are you going to do with them? This will, of course, largely depend on your game and the style of campaign you've decided to run. It's up to you and your players to figure out some logical reason, within the context of Cybergeneration, that these juves stay together as a group. Fear is a wonderful motivating factor, but it should not be the only one that binds the juves. Love, honor, friendship, the Code, and a common enemy can be used just as effectively. The best game uses all of these. Here are a few suggestions.

1. They're All ... Changed. The first and most obvious reason for unity is because they're all (or shortly will be) members of the Cyberevolved. Being CyberEvolved is a condition that does not respect social, economic, or political boundaries. It can give the juves something to latch on to in the face of adversity and provide a common link that should transcend yogang or social barriers. Being a MegaViolent or a StreetFighter is less important than the fact that you are now all not-quite-human. The very painful process of becoming CyberEvolved can even be a unifying point, with only others who have gone through it being able to understand the fear, the pain, the horror, and the relief of still being alive. Combine this with the persecution the Cyberevolved face from all quarters, and you have a strong unifying force that keeps the group together.

2. One big, Happy Gang. To get a good, solid, unified group together, however, you'll need to go beyond just being Cyberevolved. Of course, there are the yogangs. Even if all the characters are not part of the same one, they may be in yogangs known to work with each other. Yogang alliances are common and can carry over into the Revolution; check the Allies and Enemies section for each yogang. Other alliances might form locally, such as a Eco-Raiders and BeaverBrats working to bring down a local corp project. Much of this was probably covered when making up the characters with your players and deciding which yogangs everyone would be from, but don't be afraid to invent new twists.

3. The Need for Peers. One of the strongest motivations in keeping this motley bunch of juves together is the basic human need for companionship. People are social creatures, and as such they seek out and join other groups of people. If no group is available, they will start their own group with other like-minded individuals. Woven into this need for social interaction and human contact is

also the need for emotional support in times of stress. This is support that used to be given by other family members, caring for and watching out for each other in times of danger and need. Since the family structure of 2027 America has largely fallen apart, the juves may grow to see each other as "family." The Code has some of the seeds of this in it, so it should be easy for the juves to start looking on each other as more than just people they hang out with. Sure, they'll squabble, fight, and have other problems, but when the chips are down, they'll come through for each other.

4. born Through The Fire. Tragedy is another unifying factor for groups. If everyone in the group has experienced a tragedy of the same kind, they will start to see others in the world as being different (for better or worse), and only people who have experienced the tragedy understand. This leads to a kind of separation from normal society, and once again the need for social interaction and emotional support draws them to each other. This is one of the reasons that victims of violent crimes band together, because what they have experienced is more easily understood by other victims, and makes for easier, supportive communication. It also provides a common enemy in the form of the perpetrator — in this case the ISA.

5. blood Ties. A few of the players may be related as the game begins. This is likely a sibling relationship, although others are possible. This can be just as much a divisive relationship as a unifying one; brothers and sisters may hate each other, but the odds are that when the chips are down, they'll pull together. Just be ready for a lot of bickering in between the various crisis points.

6. A Common Fight. The Eden Cabal is a good unifying force in your campaign should you decide to use it. The juves are given a sense of purpose and a moral high ground to strive for together. The Eden Dream is something that even the most jaded of Goths can set their sights on, and it can easily become something all the players can agree upon, despite their yogang differences.

Motivating Your Characters to Work Together

Okay, you've brought them together, but can you keep them focused? Here are a few elements to consider in order to keep your players going down the same road.

The Cause

At first, the only major thing most juves will have in common is that they're all Cyberevolved. They will more than likely be on the run from the ISA, trying to pull the wool over the eyes of their parents and teachers, and wishing they could just go back to being normal. The best advice we can give to the GenGM is this: throw them into the thick of the action right away. They'll have to band together to survive. They will start to build friendships, relationships and trust in no time, as they come to realize that they can only rely upon each other in the harsh world of 2027.

In any revolution, there has to be a cause. Groups built solely around anger and hate rarely last, but revolutions survive by giving their members hope. People revolt because they want a better future than the one they see ahead. Whether they're idealists, isolationists, or simple crusaders for the common good, each member of a revolution gets a sense of personal satisfaction out of the effort. Anger, in this case against the policies of the ISA and the corporations, may draw them together, but a desire to change things for the better keeps them together.

The CyberRevolution wants to bring down the ISA Machine and build something better in its place. This provides a catalyst for the juves to band together and become motivated to fight. Here, they can recognize the anger and honor they all share. This is the reason that the CyberRevolution has been successful in drawing a wide variety of juves from differing backgrounds to their cause. Almost all of them share a contempt or outright hatred for the Machine. The leaders of the CyberRevolution have offered to guide the juves on the path of change, a change to remake their own future for the better. To juves,

who are often rebellious by nature, it's a powerful call, especially to those who feel persecuted because they're different (like the Cyberevolved). It's important to remember that not all members of the CyberRevolution are Evolved. Many of them are just ordinary juves (if there is such a thing) who have decided that what they have now is not worth keeping without hope for something better.

The Extended Family

Once the juves start to learn the truth about the ISA, the depredations of the corporations, and the fascist dictatorship that the country has become, they're going to get mad. They're going to be angry that their future is not just being mortgaged, but closed out at fire sale prices. They're going to be angry that the government has been responsible for the conditions they're forced to live in, angry at their own parents for handing them a royal mess to clean up. And anger is what juves do best. They're so full of passion and hormones, they need a way to release all the emotional pressure that builds up inside them.

The ISA is a good target not only because it's The Machine, but it's actively hunting the Cyberevolved as well.



There is also a certain sense of honor among the juves, embodied by The Code. It's a conscious rejection of the "survive for today" attitude of their parent's generation. Some of it's simple teen rebellion against the system, but a lot of it's a realization that this attitude is responsible for the lack of love, the lack

of family, and the bleak future the Cybergeneration faces. The Code will not let them sell each other out to the Machine. In a sense, it automatically binds all juves into a larger, extended family of sorts. They will have disagreements, but they're internal. When faced with an external threat, the juves not only suspend infighting, they may actually help each other regardless of yoggang affiliation or social standing.

The situations and stresses which bombard them are going to force them to pull together for survival. They'll come to depend on each other to survive, to guard each other when they're vulnerable, and more importantly, to have others who

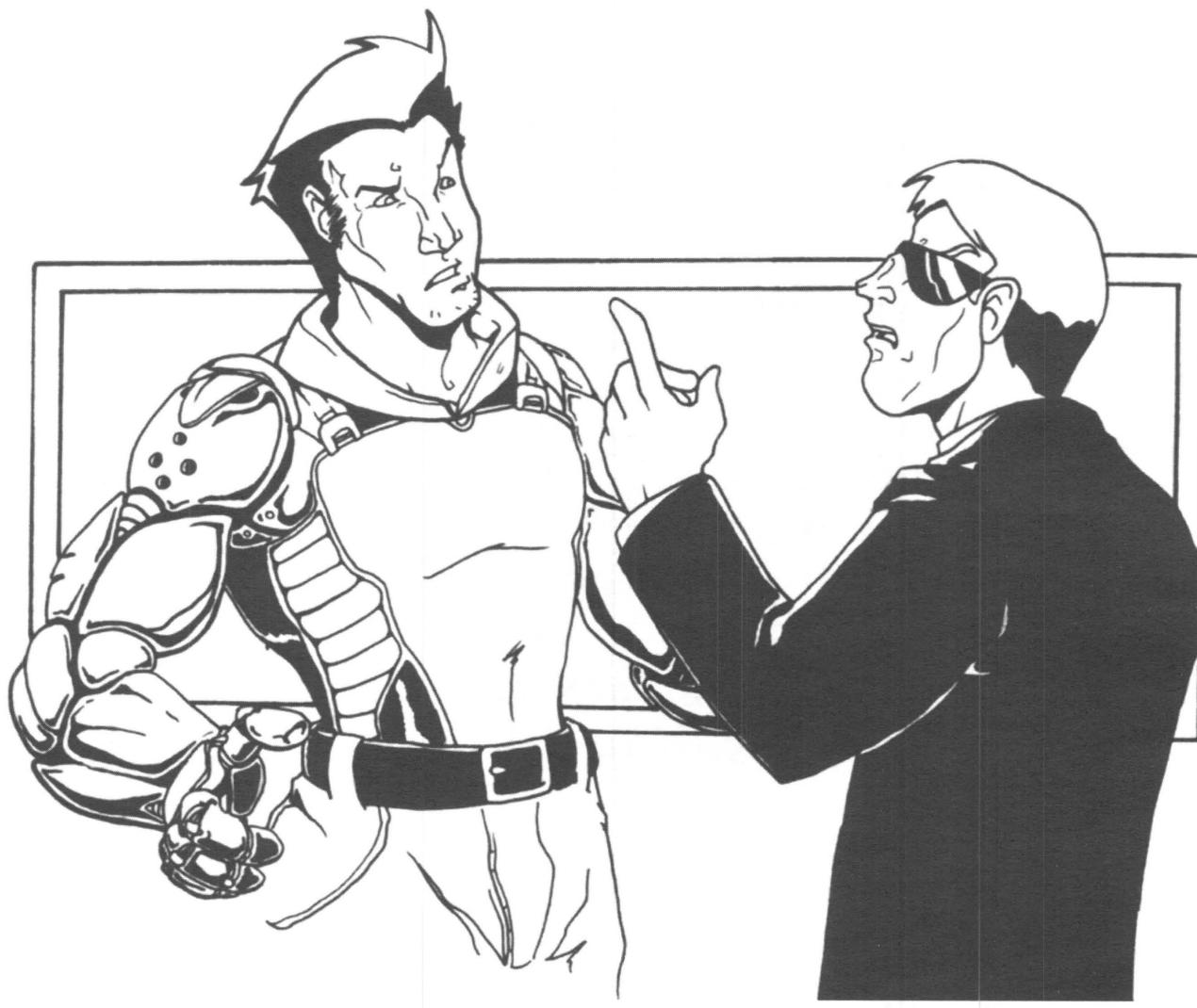
understand who they are and what they're doing. This relationship should work to bind them beyond some vague "movement," creating a family of sorts, made of guerrillas and yogangers linked in common cause.

Aside from the familial links juves will end up feeling for their fellow yogang members, there are also the ties of romantic love (see Chapter Two). Even if the relationship ended, as long as it didn't end in hatred, these ties will remain to keep the juves together and fighting against those who attack them. If a juve finds himself in trouble, he may turn to a current or past lover for help, and is likely to get it.

All these can be used in combination to create an intertwining web of obligations, keeping the juves on the same side and giving them the best thing of all to fight for: each other. In the end, it's

a unique group unified by their experiences. If this happens enough, especially if some members have been saved once or twice by the others, emotional bonds between the characters will form, and they'll become an extended ad hoc family unit. This is especially true if there's an adult with the group, helping to guide them, being their mentor, and acting as a sort of surrogate parent.

Adults? Yes, even the most hardened Edgerunner can experience forgotten traumas and reopen old wounds by watching a group of juves go through these things for the first time. They too can become part of the cycle of social and emotional devastation, followed by the healing and rebuilding of the group. But how are you supposed to work adults into this group? Would we leave you hanging? Read on, cho...



Requires Adult Supervision

people that count, not money, not guns, not style, not corporations, and especially not the government. Take the time early on in your campaign to expose the characters as a group to some of the horrors of the world they live in. The shock of the truth should cause fear, anger, some emotional (and even physical) scars, and set them apart as

Adults are necessary to most games of Cyber-generation, and not just as the enemy behind the blue BuReloc helmet. Adults can do many things that juves can't, and as such are a vital part of the CyberRevolution. Which role they will

take: Guerrilla or Parent? Here are some tips to help you decide.

Guerrilla

The most obvious role for an adult, either as an NPC or using the Edgerunner character creation process in Cybergeneration 2nd Ed., is to

help the juves fight the ISA and the corporations. This sort of adult can teach the juves how to fight, when to fight, and where to fight. The CyberRevolution often assigns one of their friends, allies or operatives to work with juves who have proven their worth or demonstrated the right combination of patriotism, intelligence, and talent. Or maybe those that just seem to need the help.



The first priority of a Guerrilla who's leading a group of juves is to see to their welfare: finding a place where the juves can live (if they don't live at home), tending to their wounds, seeing to their education, and generally acting as a substitute

Summer Camp

Morgan Blackhand is establishing clandestine camps around the ISA to help teach the juves how to be revolutionaries. Sending the juves to such a camp can actually be a break from the "daily grind" of fighting the ISA. If they do go, don't roleplay every little training class. Instead, this is a great roleplaying opportunity for the juves, as they can let their guard down and relax a little bit. After the training session, the GenGM can either give a standard amount of experience to each player for a variety of skills (raising primarily Blend, Fearless Leader, and Streetfighting), or have them make them an Average INT roll to gain Improvement Points as per the Teaching rules below (assume a camp Teaching+Skill total of 15) to be assigned to the appropriate skill. This can be a good way of improving the characters if you want to rev the game up to a higher level or to introduce the group to an adult supervisor. He could train with them at the camp, then go with back with them into the cold and nasty world.

Of course, Morgan isn't above staging a fake CorpSec assault on the camp just to test the characters' reactions and to keep them from getting too complacent.

There's a lot of room for fun here as old Edgerunner players learn to adjust their psychology to fit their new charges. Many a late night will be spent talking about deep and meaningful things ... well, deep and meaningful to the juves, anyway. Imagine a femjuve starting her cycle for the first time and the old male Edgerunner Solo is the only one around to explain what's happening (and the only one who can go purchase some "feminine protection")! One of the more amusing facets will be to see any old, rough-and-tumble, shoot-first-and-

sort-out-the-bodies-later Cyberpunk character (who make great Guerrilla crossovers) gradually mellow out and slow down as they learn to set an example of restraint for the kids. My, how the world does turn.

With all this surrogate parenting and placing of confidence, it's highly likely that an extended-family emotional bond will form. This can lead to some of the juves in the group taking tremendous risks to save the Edgerunner from trouble. Imagine the daring rescue as the kids waylay the BuReloc bus as it heads to the camps, carrying away their mentor. And then the Edgerunner's grudging gratitude at being saved by a bunch of wet-nosed juves. Don't you just love it?

The second job of the Guerrilla is to figure out the operations the juves can perform to help further the goals of the CyberRevolution. The Edgerunner might be in contact with the upper levels of the CyberRevolution leadership, perhaps even directly with Alt, Johnny, Morgan or Rache. This method of contact is most commonly a secure node in the Net. The Edgerunner is almost always going to keep the direct method of contact a secret from the juves, because what they don't know can't hurt them or the Revolution. There's almost always going to be an emergency V-Code for the juves to notify the CyberRevolution in the event that the Edgerunner gets nailed by CorpSec or somebody else. That way the CyberRevolution can route the juves to another cell.

Play up the whole emotional angle between Edgerunner and juve, especially when the juves venture on dangerous missions that the Edgerunner set up. The Edgerunner should feel the emotional strain and the responsibility if any of the juves get hurt, much less killed. The juves might look at the Edgerunner as their guardian angel, bailing them out of tough situations, and acting as the parental figure they have never had, but need deep down.

Sometimes there aren't enough adult revolutionaries to go around (new CyberEvolved cells just keep cropping up, imagine that). Because of this, the Cabal has created several VR personalities to substitute for flesh and blood experts. These personalities are limited AI's programmed with the personalities of folks like Alt, Rache, Johnny and Morgan, or some are other highly-placed adults in the Eden Cabal. Some may even be AI's proper, programmed from "scratch." Use Alt and the RABID (from VirtualFront) as examples to build from. They're almost as good as the real thing, and can give the juves timely advice and information in many things, being given specific skills designed to help guide and train the juve team they are assigned to. The only thing they lack is a physical presence, but can appear just about anywhere that has a computer- or v-term,

being potentially more accessible than a real adult. Watch your players in response to these “ghost parents.” You’ll probably find that they relate to them as they would real people, their juves being so used to artificial experiences that artificial people just aren’t that big of a deal.

Parent

Everybody has parents, even test tube or crèche babies. The real question in 2027 is what role do they play in the day-to-day lives of your juves. Most often, juves only know one parent, and this is not necessarily their biological one. Aunts, uncles, older siblings, friends of the family, or just adults that feel a sense of responsibility for kids can act as parental figures. Family types in 2027 are gone into detail in Chapter Four. Check what family types your players’ characters come from and how that might effect how they deal with their parents.

If the parents remain unaware of their children’s Change, then their presence in the juves’ lives becomes a challenge. The juves now have to keep their secret identities as CyberEvolved revolutionaries from their p-units, often while living at home. This will be difficult for any of them, but may be impossible for Tinmen or Jammers, since their traits are so obvious.

How parents of any kind handle the realization (if they realize it) that their child has turned into one of the CyberEvolved is up to you. Some will hide their child, others will simply refuse to recognize the truth, while others will try to kill the kid or turn them over to the cops (see pages XX-XX for some random reactions). Still, there is the possibility that the parent is some sort of old-time Edgerunner herself. This sort of parent may form her own group of CyberEvolved, and eventually be contacted by the Eden Cabal. Although it’s rare, there are a few CyberRevolution operatives who have their own CyberEvolved children and their evolved friends in their care, fighting the good fight, fighting to create a future.

More commonly, the parents are average people faced with their children being revealed as criminals and threats to the public health. While corp propaganda has convinced many to roll over on their offspring, there are always those who know that their children aren’t monsters ... even if their arms have turned into silver-black tentacles. While few in number, these parents are immeasurably valuable to the juves. Sympathetic parents can provide the juves with a home, as well as moral and emotional support they would normally only find in the Revolution. Heck, it might bring the parents and juves closer than they’ve ever been. What a concept.



Learning the Ropes

Many adults will have the Teaching skill (Cyber-generation 2nd Edition, page 218), and it allows them to teach skills they know to the juves. Just follow these simple steps:

- The number of juves a person with Teaching can instruct at one time is the sum of the Edgerunner’s Teaching + INT.
- The Edgerunner can only teach those who have a skill lower than his or her own. For juve skills that can directly translate to Edgerunner skills (like Streetfighting to Ranged Weapons), divide the yoganger’s skill in half to determine if the juve knows more or less about the topic than the Edgerunner. Note that yogang specialty Skills (Good Guy, Hotbiking, etc.) remain at full value against Edgerunner skills. The Edgerunner can help raise the juve’s skill to a level equal to (the Edgerunner’s skill level + his Teaching)/2.
- For every month of instruction (roughly 40 hours of class time), the juve receives improvement points for their target skill equal to half of [the Edgerunner’s Teaching + Skill Being Taught + Juve’s INT + Paired Stat for Skill Being Taught (round fractions down)]. For example, Spider is trying to teach Keiko about Electronics/CyberTech, which Keiko knows nothing about. Spider’s Teaching + Elec./Cyb. Tech is 17. Keiko’s INT + TECH (the Stat that goes along with this Edgerunner skill) is 11. The average of those two totals is 14. Thus, Keiko gains 14 improvement points towards Elec./Cyb. Tech. Since that Edgerunner skill requires double the normal improvement point cost, Keiko needs another 6 improvement points before she will have the skill at level one.

It could get stranger still: even these rather normal people might join their kids in the Revolution! Hey, if having to defend your kids doesn't convince you that things have got to change now, then nothing will. This may mean going underground as fugitives, or simply keeping their normal lives but providing aid, information, and support for revolutionary activities. "Normal" parents usually have fewer practical skills than Edgerunners (consider the Average CorpZoner template as a possible

created, each juve secretly wishes and hopes for the day that their parents see the light and start to work for change. For those damned unlucky juves who have their parents turn on them when the first signs of the Change become apparent, their lives do change ... forever. It's hard to convey exactly how it works, but it's powerful ... besides, you have to see the look on the juve's face when his mom pulls out a light autopistol at dinner and tries to blow him away.



upper-middle-class example), but may have specific knowledge or contacts that prove valuable (a midlevel exec in a corporation handles a lot of information, and even a janitor might get access to sensitive areas). This kind of family cohesion is not common in 2027, but can provide for a great campaign, full of shared risk and strong emotions.

The relationship between parents and juves is one that should be explored at least once with each player character. No matter how much juves try to deny it (admit it, players, you do try to deny it), their parents are very important to them. No matter how much they may despise the values their parents hold or the world that their parents have

building for the Future

Once they care for each other like family, the juves will start to try to build something better for the future of the group. The CyberRevolution can give them guidance here, coordinating their efforts, sharing information with the juves, showing them victories that are being achieved elsewhere, and teaching them to learn from the mistakes of still other groups. The juves build loyalty to each other and to the cause. A threat to a member of the family is a threat to everyone, and the juves will strike back. Their first forays will be clumsy and full of danger. As they become more experienced, they will take greater

risks, but with better planning, and a clearer eye towards achieving the goals of the Eden Cabal for a comparatively greater reward.

The ultimate motivation is hope. They will see the results of their actions. They will learn to balance risk with reward. They will see they're making a difference. In memory of the fallen and in hope for the living, the Cybergeneration and the Eden Cabal will work together, trying to take back the future that was stolen from them.

The Progression of Hope

You have to give the juves hope of winning if they're to stay motivated. Well, maybe Goths & Megas can keep going against insurmountable odds, but most juves are going to need to see results. Sure, they'll lose some battles, but it'll be worth it when they see their J-Park flourish, or the local branch of a corporation give up on bulldozing a 200-year-old mansion for a new 24-7. If they're doing their jobs, let them see citizens in the streets start to doubt the ISA. Let them get people free from the local BuReloc camps and watch the ratings blow through the roof when they broadcast proof that Arasaka is subsidizing crime in the area to keep their security contract. They can gain hope as their missions help mount pressure against the ISA and the corporations. At least, that's the idea.

How their activities actually affect things is largely determined by you, the GenGM. The impact of their work should build gradually, but it's a bit of a balancing act. Allowing them to make a big splash right out of the gate can make the rest of the campaign anti-climatic (or worse, forced to escalate to ridiculous heights in order to maintain the challenge). At the same time, you don't want them fighting for months with no discernible progress — unless they're really screwing up. Here are some guidelines to help you in your games.

Level 1: Getting Up To Speed

Start your campaign with small actions that allow the team to score minor victories without necessarily crippling the local authorities. Good beginning adventures include: building a J-Park (EcoFront), getting a hot bit of data on the ISA and broadcasting it via a pirate station (MediaFront), organizing local yogangs into an info network, setting up a V-Poster campaign revealing the evils of BuReloc, or kinking automated microfactories into supply sources for the Revolution. This level is good for letting the characters get to know one another and their environment with only moderate pressure from the powers that be. They can learn to balance their "normal" lives (if any) with their revolutionary alter-egos

and explore a lot of juve-style issues.

Bastille Day is a good scenario to climax this level with: the kids can spring a Revolutionary leader from a BuReloc camp and maybe stage a general breakout. The camp can be repaired afterwards, however, and the ISA is set back, not hamstrung. On the other hand, trying to assassinate President Windham is a bad example of an early adventure. (Unless you intend them to fail and then take the heat, but that's a bit unfair.)

Level 2: The Rising Tide

Level 2 scenarios will bring them into contact with a broader circle of people and allow more and more info to flow their way. This means they can extend the range of their activities and locate progressively larger targets (and the Revolution will feed them more important assignments as well). Then taking on the Boar Complex in the Sierras (EcoFront), setting up their own pirate station (MediaFront), or assaulting the Thayer "powerplant" (VirtualFront) will become practical. These actions often have permanent effects and can draw serious heat on the team. Most campaigns can level off about here, with each target serious enough to warrant Revolutionary attention, but not so big as to affect things on the national level. This allows a great deal of progress, however, with local corporate projects disrupted and local ISA leaders being disgraced and discredited. And at this level, local leaders may have a hard time calling in significant federal forces (their superiors are more likely to believe in the local authorities' incompetence than any real need for reinforcements). The juves can watch as their campaign grows and dissatisfaction spreads among the local populace, perhaps even up to a statewide level.

Level 3: Going For The Throat

Occasionally, a mission may arise whose scope goes far beyond the norm; one that can mean a tremendous gain for the Revolution if it succeeds, or dire consequences if it fails. Infiltrating and destroying the DSA's Raptor training center in Virginia, disabling a CDC program developing a version of the CNM's that destroys other CNM's, or gathering and broadcasting hard evidence of President Windham's complicity in President Hastings' murder would all be examples of such important actions. The second half of Operation: Upgrade, the VirtualFront adventure, had some of these elements, since failure would have allowed the birth of a serious threat to the Cyberevolved. These missions can involve many rebel cells and often have central figures of both the Revolution and the ISA involved. The results of such missions could displace government officials or discredit entire organizations. After any such success, the heat will definitely be on the players, since the ISA

is unlikely to let such an act go unpunished and will bring vicious forces to bear. These actions can climax a campaign, often as direct steps towards the final revolution itself.

Level 4: The big One

The last phase of a Revolutionary campaign is usually the overthrow of the existing government. Does this mean that the citizens take up arms and run through the streets killing CorpSec police and burning corporate holdings? Well, only if you're unimaginative. The revolution is more likely to start slowly, with sympathy for the Cyber-Evolved and resistance to federal and corporate programs gradually growing. It will happen along many fronts, including in the media and the Net. One campaign ended with a massive netrun with hundreds of Wizards and Guerrilla Netrunners assaulting the CEP's Richmond, VA, datafort simultaneously and blowing it wide open, revealing its secrets to the world. As in any revolution, a key element is control of the military. We state in Cybergeneration 2nd Ed. that the military is largely independent of the normal governmental structure and seems somewhat oblivious to ISA operations. Can they be turned with the truth? And if they do, will CorpSec and BuReloc fight them? (The military will be outlined in detail in the upcoming ISA Sourcebook, but you can look at the CP2020 supplement *Home Of The Brave* for a basic overview from the 2020 perspective.)

How the characters participate in the final push will vary wildly from group to group. Some may be at the forefront, charging the barricades in Washington D.C. with Morgan Blackhand, or netrunning the CEP datafort alongside Rache Bartmoss (heaven help them). Others will hardly be aware that the final moment has come as they pursue their local goals, contributing nonetheless. We will be publishing the official progress of the Revolution through the Documents of the Revolution and other supplements, but you should feel free to explore your own ideas of a campaign climax. As the GM, you will have to decide which direction your group is headed and how you want to handle it.

Campaign Tracking

The exact point at which you bring your campaign to this climax is up to the individual GenGM and can often be determined by how successful your players have been. A string of daring, well-executed, effective actions by the players' characters' team could bring things to a climax with more alacrity than otherwise. On the other hand, such a dynamic campaign may wish to be continued indefinitely since everyone's having a good time. The thing to remember is that, the more the team accomplishes, the more heat they'll get from the bad guys, which may eventually escalate the

campaign to a extreme level if you aren't willing to bring it to a conclusion. Eventually, the Revolution has to come, or else the characters, and everyone else, have failed.

There are two ways to approach campaign tracking: the Story-Oriented and the Numeric method. Either way, the GenGM should keep a Revolutionary Diary that tracks the various actions that the juves have participated in and their effects on the populace at large. This way, you can keep tabs of what they've done and what they still need to address (as well as who they've ticked off and what allies they've made). The players can keep their own diaries as well, which you can cross-reference to see if you missed anything. They should never see your diary, however; it being the "master" for the campaign. They should never be fully aware of how well they've done, and should always have to figure out for themselves (perhaps with help from the Eden Cabal) what the next action should be.

In the Story Method, this diary is informal in approach, simply noting what they did, and approximately how far-reaching the effect was. General unrest and dissatisfaction will grow in their area as their campaign advances. Government and corporate projects get stalled or be abandoned as untenable. On the flip side, the CorpSec and BuReloc presence increases, and actions against the team (and the populace) grows harsher. The overall effects, however, are revealed as you feel it is appropriate to the overall story, based loosely on how well the characters have done. Eventually (when you as GM see it as desirable), advance the campaign to another level.

For example: The team has had a string of relatively successful actions in the local MediaFront, having gathered and transmitted several scathing reports on New America Project operations in the Night City area (they've been operating at Level 2 for a while). Since they had enough hard evidence to back them up, the local ISA propaganda machine has had a hard time suppressing the stories. The juves have made contact with two local pirate broadcast stations and both the local Vidiot yogangs. As a result of their actions, one bill for draconian anti-plague victim programs has been defeated, a local DSA supervisor has been discredited, and a still-viable Outside district has been spared "revitalization" by BuReloc. At this point, the GM decides that the juves start seeing a real increase in local sympathy for the Cyberevolved. Arrests for contamination are dropping off and local citizens now look with disfavor on federal operations like BuReloc. They start seeing a few local businesses offer to help the Revolution with supplies and resources (secretly, of course). The juves' pull with the local yogang circuit has grown as

well, and they can now get almost anything they need from most of the resident juves. Net and media buzz contains a higher percentage of dissenting views as people become less afraid to voice their opinions in the face of the ISA. The negative side is that increased dissension has forced CorpSec and the DSA to become heavier-handed, placing more stress on the people and forcing the juves even deeper underground. In the Story method, the players can see the results of their actions, but it is up to you exactly how significant they are and when they become apparent.

Some of you may prefer a more specific approach to campaign advancement, in which case, you can use the Numeric method. This requires that you do a bit more preparation ahead of time, however. Going back to the goals set for your campaign (see above), you need to establish some numerical values for achieving them. There are two basic factors to measure: Morale and Resources.

Morale measures how ready the target area is psychologically for a revolution against the ISA (or simply to perform whatever act of defiance the team has set as its goal). Are they really dissatisfied with the policies of the ISA? Are they convinced that the government and the corporations are hosing them? Do they believe that a revolution might work and that they're not just going to get gunned down the minute they leave their conamps? This is the measure of how well your players (and the rest of the Revolution in the area) have portrayed the rebellion as noble, necessary, and practical. This factor is increased when the juves reveal secrets that the ISA wants to keep from the public, show federal and corporate abuses of power, or persuade people that the sacrifices they are making for the state are not going to be repaid.

Resources measures how well-prepared the Revolution is in the target area to support any revolt. This represents much more than just weapons and raw materials; access to communications technology, Netware, intelligence on enemy activities and headquarters, allies in the system, and even competent leaders are all important resources. This is increased when the team acquires technology, vital information, or

makes solid alliances with previous enemies.

Making Them the Keystone

One approach to the Story method was unique: The GM plotted out the entire course of the Revolution over a three year period. Every major element of the revolt was planned out, with the Revolution ultimately failing. Indeed, only if the players could complete their assignments effectively and on a proper schedule did they have any chance of changing the course of the Revolution and allowing a victory. Of course, the players didn't know this, thinking they were simply moving ahead on their own agenda. Still, the GM knew when they were hitting and missing the marks, and adjusted the campaign environment accordingly. Ultimately, the players started to fall behind and had to conduct a very risky but daring raid against the DSA to swing the balance in the right direction

Of the two, Morale is probably the most important, because if the populace isn't ready to rise up, you simply don't have a revolution. Still, if your Resources are small, any attempted upheaval may fail for lack of information and material (see the Tiananmen Square revolt).

Now, back to the method. At the beginning of the campaign, establish the target Morale and Resources for the stated goals of your players. These depend on where the juves are operating and how large an area they wish to affect. The larger the area, the higher the values must be to achieve their goals. At the same time, certain areas are more amenable to revolution than others, influencing factors accordingly. Note that in addition to racking up points, your team must successfully perform at least one mission of the requisite Level to get the opportunity to achieve a given goal. Some basic guidelines are given below. Adjust these to fit your ideas for your campaign.

Table 3.1 [Morale and Resource Table]

Area Size	Morale	Resources	Level Min.
Neighborhood	20	30	Level 2
City	50	50	Level 2
Statewide	250	300	Level 3
3-4 States	400	500	Level 3
National	1000	1000	Level 4

Table 3.2 [Sample Morale and Resource Table]

Area Size	Morale	Resources	Level Min.
Night City	80	45	Level 2
Nor Cal	200	250	Level 3
Western Seaboard (CA, OR, WA)	450	450	Level 3
Virginia	350	250	Level 3
Southern States (MS, AL, LA, FL)	350	600	Level 3

Once you've established your Morale and Resources target values for your goal, your players have to amass these points. Each adventure will

contain actions which can add to one or both factors. We give you a list of example actions and their respective point values is given below. Note that if the adventure is mishandled or the team is overly destructive in their tactics, they may lose points from one or both factors as well, perhaps resulting in little a net loss.

Table 3.3 [Moral and Resource Modifiers]

Event	Morale	Resources
Releasing a crowd of prisoners/victims	1	1
Patching feud between yogangs	1	0
Turning a minor official (manager, councilman)	0	1
Discrediting a minor official	1	0
Turning a major official (senator, governor, executive)	1	5
Discrediting a major official	5	1
Taking down a BuReloc Camp	1	0
Taking down a minor ISA facility (lab or CorpZone HQ)	2	1
Sabotage/stall a minor project (subdivision, etc.)	1	0
Exposé or good psych attack on official	2	0
Expose ISA abuses	1	0
Expose illegal ISA op	3	0
Expose major ISA cover-up (link to Phi-Q, etc.)	8	2
Forging an alliance/yogang	1	0
Spring a major leader (Spider, et al.)	1	0
Jink a handful of microfactories	1	0
Trojan Horse the state government database	0	3
Cultivate military connection	5	0
Turn a military unit	3	10
Build a small J-park	1	1
Build a safehouse	1	0
Raid an ISA facility	2	0
Blamed for killing a cop	-1	0
Blamed for assassination of an official	-2 to -5	0
Blamed for the death of bystanders	-2	0
Destroy a public facility	-2 to -5	-1
Security breach (Raptor infiltration, etc.)	-1	-2 to -10

Outstanding successes, either in impact or area affected by the adventure, could result in double point awards. Adventure goals that are not met could be disastrous for the Revolution. Operation: Upgrade, if failed, could result in a loss as high as 20-30 Resources points. Sometimes you have to fight just to hold your ground. Our published adventures, if properly played out, would have the following point values (see table 3.4).

Morale and Resource totals won't stay static. Every month, both go down by 1-2 points (GM's call). This means that the team has to stay active, or

they start backsliding. The GM can offset this with other Revolutionary groups in the area to take up the slack, but you should always keep some pressure on your players. Other factors beyond the team can affect the totals as well, for better or worse, such as random events or other teams' activities. Use this as you need to keep things interesting. For example, extremely hot weather may add up to 10 percent to the

gathered Morale value, since the populace is much easier to move to riot in the *uncomfortable* climate. Of course, this bonus goes away when the weather cools ...

If your team succeeds in meeting their Morale and Resources goals, it does not mean they automatically succeed in their revolt (or whatever). It does mean that they get the opportunity to achieve their goal since they have set up optimal circumstances in which to do it. But they still have to play it out, using their wits and skills to ensure its successful conclusion.

For example: The team has amassed enough points to discredit Night City's ISA supervisor, Leonard Wills (say 70 Morale and 40 Resources). They have primed the public, making them look hard at the ISA's administration and linking Wills to several excessive actions. Now they have to perform the last act, maybe confronting Wills in a public Net debate over the New America Project, and produce enough evidence to actually get him thrown out of office (or rendered so ineffective that he's replaced). Or maybe a daring raid on Wills' offices to reveal the CyberEvolved children being indoctrinated into Raptors there. If they can't pull this off, they may lose some of their points (GM's call) and have to try again later (assuming the DSA gives them a chance).

Table 3.4 [book Modifiers]

Adventure	Morale	Resources
Bastile Day (second number is if full camp is released.)	0(2)	2(3)
Where the Wild Things Are (Eco Front)	1	3
Occult of Personality (Media Front)	3	2
Operation: Upgrade (Virtual Front)	0	4
Researching Medicine	2	1

Adventure Themes

A lot has been written on creating roleplaying adventures, so we'll focus on those aspects that are particularly important to Cybergeneration: The Revolution, the plague, and the characters.

Since the Revolution will be a central point of the campaign, it will often be the focus of adventures as well. This is where the Attack, Defense, and Quest themes described in Cybergeneration 2nd Ed. (pg. 180) come into play the most. The easiest idea for an adventure is to simply give the team an assignment from the Eden Cabal and let them do it. But you'll want more.

Using The Documents of the Revolution

As of this writing, three Documents of the Revolution books have been released (EcoFront, MediaFront, and VirtualFront), and more are planned. They were designed as supplements that provide useful material for both players and GMs, in a format that maintained the attitude of the Cybergeneration world. And they can be the GenGM's best friends. No, really! They provide valuable information to the characters, and can save the GenGM a lot of time trying to explain

the world.

Of immediate help to you and your players are the Datapad pages found in the Documents of the Revolution books (and in the main Cybergeneration rulebook). These are actual documents made available to the juves by the Eden Cabal. Photocopy all the Datapad pages that you think your players would have access to and hand them out. Then, as the game progresses and new information becomes available, give out Datapad pages previously held back. The D-pad pages often spark their curiosity, making them want to dig deeper to find out what caused the Carbon Plague, or give them ideas on tactics to use against the ISA (such as the Stupid Cybertricks pages). In fact, you can create a handout of essential knowledge for the players after the first few game sessions. This dossier should include copies of available Datapad pages, as well as a photocopy of the rules and abilities for the CyberEvolved type their characters have become, and their particular yogang. It'll save you time, and they'll be able to refer to it as necessary. It also reminds the players of the overall flavor of Cybergeneration, especially with the yogang slang.

The Documents also contain the New In The Mall sections, giving you more ways to part the juves from their hard-earned neo-dollars, as well as a wider variety of new tools and tech. These may spark bizarre and creative ideas on what can be done with bioengineered animals (EcoFront), media production equipment (MediaFront), and Virtuality gear (VirtualFront). We also include helpful background information that the juves can discover by a little resourceful digging. These include sample actions and analysis of the major opponents and potential allies on each of the fronts from all over the country. Use these as sources of information, aid, or antagonism as required by your campaign. Single paragraphs in these books can be even be the launching point for a whole series of game sessions, as the characters follow up various leads and try to expand their knowledge of the Carbon Plague and what they can do to take back their future.

Some of the information in the Documents of the Revolution gains relevance as your game progresses and the characters develop beyond their lowly starting capabilities. You may even want to make notes about how the events in your game are likely to affect the information contained in the Documents. If things that you or your players have done in your game will fundamentally change the world, give them the recognition! The juves will probably be surprised, and certainly inspired, when addenda to the Documents come out that are clearly a result of their actions (unless the changes are bad, in which case they may still be inspired to do better next time).

Each of the Documents of the Revolution contains important clues to the origins of the Carbon Plague, the government's response of conspiracy and cover-up, and the mounting results of the actions of the CyberRevolution. Even if you prefer to create your own adventures, you can extract the essential information and work it into your game. Be careful, though, since the information in the books does have a particular sequence. Although it's not vital that you follow this sequence,

Operation Upgrade. While Cybergeneration does have a defined background storyline, you may soon find that your campaign has strayed. Fine! Just make sure to keep a sharp lookout for storyline specific parts in the various Documents, and adjust for them accordingly.

Using the Plotpath

Just as your entire campaign has a theme, character lives can have individual themes as well. Having themes for each character interwoven with the overall theme for the game can make your job a lot easier, and make the roleplaying experience more intense for your players. But how do you use a theme a constant, running guide for your players and their characters?

The answer is one word: Plotpath. You can use the Plotpath to put the juves through a variety of situations, all centered around their personal theme. Every tragic love, every backstab, every yoganger rival, can be centered around this idea. When you weave the thread of the campaign theme with the individual themes, you start to master an advanced storytelling technique.

The Plotpath is the way that you

help generate ideas to use with these themes, keeping your game fresh and innovative.

You should photocopy the Plotpath sheet for



you need to be careful to smooth over rough spots where information is assumed to have been previously discovered. The proper order of presentation is EcoFront: Where The Wild Things Are, MediaFront: Occult of Personality, and VirtualFront:

each character in your game, and use it to keep track of which Plotpath devices you have used, and perhaps some quick notes on how it was used. This is not to say that you should only use each Plotpath device once before repeating. That would be predictable, and the GenGM is never predictable! It will help you keep track of the ones you've used, however, so that you can occasionally spring something on them that they don't expect. You may always have one of your juves making enemies left and right, with the juve's theme being "conflict." It would be interesting to suddenly have the juve encounter the "Love Strikes" thread on the Plotpath ... with his new girlfriend having a couple of very jealous ex-boyfriends! A unique way of continuing the same theme through an unexpected path.

The Plotpath is Your Friend

Aside from using the Plotpath to weave themes together in your campaign, it can also help you out of many tight spots. It can happen to every GenGM: All your players are coming over for a game, and suddenly, one of the players cancel, someone crucial to that day's story, or perhaps this is an event that no one should miss. It could even be that you've lost your notes for the day's plot, and you are drawing a blank as to what to do! We've all suffered with extreme writer's block. Not fun. After slamming your head against the wall (and alarming the people in the apartment next door), remember the Plotpath!

One GenGM in a similar situation closed his eyes and pointed his finger at the Plotpath page. Aha! "Make An Enemy." Glancing back to find out who the Enemy might be, the first thing he saw was "Fellow Yoganger." So, who in the group had done anything to make a serious enemy out of a fellow yoganger? He quickly found it: the GoGanger in his group had been cozying up to the GoldenKid, and one of his fellow GoGangers had been crushing on him for months. Instant enemy!

With a few hastily-scribbled notes, he jotted down the important stats for this GoGanger girl. Suddenly, he had a plot where the wannabe-lover GoGanger kidnapped the group's Tinker-Tot in the group and took him on a wild chase across the countryside, out to where some of her friends were ready to ambush the group and kick the snot out of them. It had everything. Motorcycle chases, a good scrap, and although the enemy was stopped in the end, she wasn't defeated. She went on to join a rival GoGang and continued to make trouble for the juves for many games to come.

Of course, this isn't the best way to run the game, but life does have its random elements. Use the Plotpath to help generate plot complications and

twists, and keep track of how many times you have used various plot elements in the more careful and prepared plans of your campaign.

Altering the Plotpath

After a while, you may find the Plotpath repeating itself and wonder how to break things open in your game a bit. As the number of times you use the Plotpath devices grows, consider expanding on them.

First, carefully consider the various elements of the Plotpath that you choose for the juves. Some things may not be appropriate for younger juves, such as "Love Strikes" for a nine-year-old Tinker-Tot. Sure, it happens, but it might not be comfortable to play. In the same way, the "Family Trouble" device can be troublesome to implement for juves who don't have a family.

To get around these, simply change them slightly. Instead of "Love Strikes," you can have "Friendship Strikes." After all, we all have friends, but there are those few that are "Best Friends." The various items in the "Love Strikes" column can easily be interpreted to apply to a "Best Friend," even having your friend get (or get someone else) pregnant. Perhaps you can turn it into a personal tragedy for the friendship, such as a major accident or the friend dying of the Carbon Plague. For "Family Trouble," even an orphaned juve must have a yogang. Simply turn all the "family" references to "yogang" and go ahead with it. yogangs are surrogate families for many juves, so don't let that part of the Plotpath go unused for lack of biological family.

Some of the older juves in your group may even qualify to experience the heady rush of the Edgerunner Lifepath in Cybergeneration 2nd Ed. or the longer version from Cyberpunk 2020. On the flip side, the Plotpath can also be used for your Edgerunners; just jump up the levels of some of the threads to make them more "adult." The Plotpath can be modified to have "First Love" become "First Love in a Long Time," or "Sibling with Plague is interned by BuReloc" to "Old Friend is Interned by BuReloc." It can be fun for an adult Edgerunner to experience a "second childhood," perhaps brought on by being around so many juves.

Don't forget to use the Plotpath for major juve NPC's. Although they are often the antagonists in your players' Plotpath threads, they have lives of their own, too. Just because every one of your juves hates that certain malicious MegaViolent, he may find a girlfriend and fall in love, too. This can lead to your juves trying to talk the poor girl out of it, he finds out, gets mad, etc. In the same way, the Edgerunner Lifepath can be the source of background material for your adult antagonists.

That DSA agent who is giving the team such trouble may also be hunting for his ex-wife and kid who are living in an Outside sector somewhere nearby. Do they want to be found? All this can lead to all sorts of subplots and side stories that you would never have normally planned, but that can be very exciting nonetheless.

If you ever find yourself getting stuck for Plotpath ideas, give it to one of your better players and let them choose some Plotpath items. Don't tell them who they're for, just have them make up some generic Plotpath threads. You can then apply these threads to some of the other players ... but what goes around comes around, so those players will eventually have a chance to make Plotpath threads of their own. Turn those lazy, self-serving players into participants in the active creation of the story, and you can enjoy the game's unexpected twists and turns just as much as they can.

In the end, the Plotpath can be an important and helpful tool, but you have to use it. It can make the experiences of the juves in your game as diverse, interesting, and bizarre as those encountered in the real world.

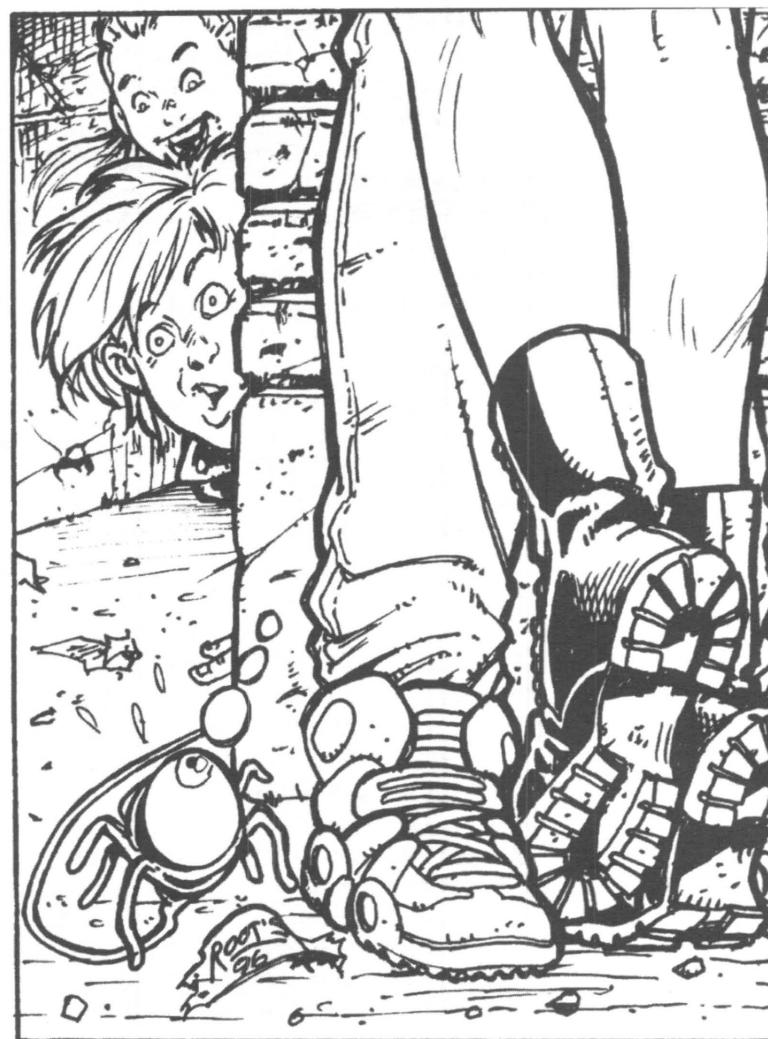
Using the Plotpath

This section is aimed at you procrastinating GenGMs out there, but players may find it of use as well. Preparation and planning are things that every GM in every roleplaying game always says they will do, but often don't. Most GMs have every intention of making their game something any game company would be proud to publish, with wonderfully detailed NPC's, maps for every locale, and intricate plot lines that will make their game the best ever.

So how come it never gets done? A lot of it has to do with the incredible amount of work involved in adequately preparing a single adventure, much less an entire campaign. The problem is, we have real jobs and real lives, and never have the time to prepare as we would like. The trick is to increase game prep without dedicating your entire life to it. How? Well ...

Get The Players To Help

Previously, when we recommended that players should help the GenGM by helping plan and create the stories, we weren't kidding. You can use their minds and hands too, and they'll probably



love you for it.

First and foremost, always remember the themes and goals of your game. These should be your guides to the preparation and planning. Make sure that everyone understands what these themes and goals are (except for the secret ones). Write the goals down and pass them out to the players if they will be working on any of this outside the group. Also, do not call any of the other players at three o'clock in the morning if you have a brainstorm. Sure, it may not bother your fellow players, but it's sure to tick off their spouses, parents, roommates, etc.

brainstorming

Armed with all the previous information you have garnered on the juves' backgrounds during character generation, the place the game is set, and the types of people they will be dealing with, brainstorm with your players a list of places and people that should be better defined. And as the game evolves, be prepared to periodically lock down the details of new places and people.

One GenGM generally details the leaders of the major yogangs (especially those that the players belong to or have the most contact with), and

their common hangout spots, like the arcade, the coffee house, the all-ages club, the school they go to, and their Eden Cabal safe-house (assuming they've found it yet). If there are any Street-Fighters, he details their dojo and teacher. If there are Vidiots, they go over their production facility, and it's a must to detail the Lab and/or J-Park if there are any BeastieBoys.

Once you have your list and have finished whatever amount of work you want to do as a group, ask your players what each of them would like to flesh out (within reason), then give them specific things to do. Have each of the players perhaps work on the family or yogang of another player's character. This can be tricky, but, if done well, really forces each player to learn about their world. Care should be taken here. Players shouldn't be allowed to use these stats to their advantage, which means you need good players who are into the spirit of cooperation. For example, a player usually shouldn't make their own juve's parents; it's too tempting to abuse.

You can, however, give players locations to map out and describe that deal directly with their own characters, like their own living spaces or other places their juves commonly hang out. It only makes sense, after all, that they will have decorated their own room/living space as they see fit within their character concept. If someone has an interest in such things, have them draw up how the local arcade looks (or pizza parlor, or coffee shop, or ...) and who works there.

Tell your players not to worry about all the little things, like if siblings are Cyberevolved or if the points add up exactly. Some people are more or less experienced than average, so just use the character creation rules for juves and adults in Cybergeneration 2nd Ed. as guidelines. As the GenGM, if the numbers your players come up with need to be adjusted, you can do that later.

Once you have all these NPC's, as well as the maps and descriptions of the various places the juves are likely to be going to frequently, it's time to look them over and change them to suit your needs. If the arcade that one player has designed is too small, double its size and mirror the floor plan. If you think one of the character's siblings should be Cyberevolved, make him so — or even better, make it happen in the game. If some stats or concepts were extreme, you can always adjust what they give you to be more

Instant Student body

Even though many things have changed, schools still have much the same structure as the ones you know (for some specifics differences, see Chapter Four). If you want to go deeper into the juves' school, pull out the yearbooks from your old junior high or high school. With a few minor modifications, you can retread juves and teachers you used to know into characters in your game (just don't show your players the pictures). Of course, this may not work if everyone in your game went — or still goes — to that same school ...

balanced, but they'll have done a lot of the bulk work, which leaves you to fine-tune it. Change what you need to, but you'll have saved an immense amount of time in the preparation of your game.

Setting the Atmosphere

Cybergeneration is a dark game. Some players call it "Cyberpunk Lite." Don't believe it. At least in Cyberpunk 2020, there was a chance to change the chaotic flow of events for the better while they were happening, either on your own or through the help of larger organizations. In Cybergeneration, things have already turned out badly and virtually the whole world has turned against the players. The masses are fed the pre-processed information and propaganda of the corporate state by

the corporate news networks. The government is out to kill or capture any CyberEvolved it can track down. Even the juves' own parents might turn them in. The only people on their side are a bunch of juves like themselves and some half-crazy old Edgerunners who keep telling them what to do with their lives ... like how to risk ending them. To top it all off, they're so full of teen angst that sometimes they just feel like screaming.

But it isn't without hope. The juves have some chill new powers that they can use to confuse the corporate DeadGuys and ZombieGirls, in the hope that they can make a place for themselves in the world. The only problem is that if they don't do something and fast, the corporations and the ISA are going to make it so there is no world for them to live in when they do finally grow up. So they fight, not only for what they believe in, but for the right to exist. There is a chance, not a good one, but a chance, that they just might win.

Get Into the Juve Groove

Getting players not only into the juve mindset but also into the proper mood for a game of Cybergeneration is one of the toughest challenges facing the GenGM. Trying to convey the dark mood with the glimmer of hope is a matter of setting the atmosphere for your games.

A lot of this can be done by descriptive narrative during breaks in the action. Describe the streets in a Burbclave neighborhood as perfect, cultured, sterile and largely empty. Later describe the streets of a run-down neighborhood Outside as old, faded, dirty, strewn with litter, with many people crowded in like sardines. Using these sorts of contrasts to highlight the differences between

the clean but cheerless CorpZone lifestyle and the desperate and depressing state of the Outside can really motivate your players. It's subtle, and may take some time to sink in, but it works.

Contrast the lives of people by showing the juves how their parents live compared to the parents of other juves they hang out with. The Beaver Brat's parents leave home at 7:30 a.m., and are rarely home before 9:00 p.m. They often work from their "home office" afterwards, and almost never have time or energy for activities with their kids. Contrast this with parents who don't work as much, are poorer, and may even be slightly abusive to their kids. Throw in the "block family" model, where an entire apartment complex or block combines efforts to raise their children and provide basic needs for everyone in the tiny community, but where the care shown by adults can range from the very loving to almost robotic and impersonal.

Another effective method of setting the mood is to use the vocabulary of Cybergeneration 2nd Ed. The Slang lists for each yogang are a good start, and you can find even more in the description of the ISA in Chapter Eight. Instead of flipping through the book time and again, you might want to take notes or make photocopies (for your personal use only), concentrating on the yogangs that the juves are in or encounter the most. If they get confused, have them make GenSpeak rolls to "translate."

The AV Department

Another good way to enhance the atmosphere is to use music and videos. If the juves are at a nightclub or back-lot jam, put on some high powered rock and roll, industrial, goth, techno or other appropriate music. If they're in an office complex, see if you can find a CD of elevator music to put on. It's guaranteed to make them hate the locale (unless you have that one odd juve who actually likes elevator music, but that can work, too). If you have a videotape of appropriate music and images, play it. Several companies put out compilation videos full of appropriate music. Cybergeneration is a game set in a hi-tech world where image is the number one method of spreading information, so use what you can to achieve the same feel during your games.

While we may not have access to Cyberpunk bands, like Samurai, Destiny, and Kerr Eurodyne, we do have a good number of diverse modern bands available at our local record stores. To help bring about some of the flavor of the music of 2027, play some of the lesser-known tracks of your favorite bands. Rename the band something appropriate for 2027, and suddenly you have a whole set of tracks that most of the others probably have not heard, but sound consistent. For example: Us-

ing the video from a music video compilation, we came up with the idea of making Die Krupps' music (Fatherland in particular) come from a popular but completely underground group of juve rockerboys called Conscience. The players were so inspired they risked life and limb to get the song out on a pirate broadcast during election night coverage in Night City.

Sometimes watching a movie before a game can also give players the necessary edge. Many of the movies listed in the filmography below are good for "mood enhancement," generally being about teenagers in depressing situations.

Lighting is another important part of atmosphere. If the players are in a darkened nightclub, try turning out most of the lights, and if you have the means set up strobes or a black light. Storm globes also help with this sort of atmospheric mood setting. If they're in an office, try soft indirect lighting (along with the elevator music). If they're in a police station, try some direct lighting, like a mobile, directional desk lamp put right in their faces. If they're hiding out in some place dark, like the sewers, give a try to turning out all the lights, (this works best in a room with heavy curtains or at night). This forces the players to use their voices to communicate, instead of relying on facial and hand gestures.

Special sound-effects CDs can also be used to great advantage. Using a military sound effects CD set to a track with a sudden staccato machine gun burst is a great way to spring that surprise CorpSec raid on your players. Other special effects CDs often include traffic noises, offices, screams (and other Halloween effects), aircraft, and so on.

Don't discount the other senses. Touch and smell are very important senses that are often overlooked in most traditional roleplaying. Put a bit of perfume or cologne on a prop, like a tie or a handkerchief, that is found at one place during the game, and then later, when the players are talking to someone, you covertly pull out a small vial or another cloth that will give off the same odor. Will the players catch the olfactory clue that there is a link between the first scene and the person they were talking to? Props heighten not only the visual roleplaying experience, but also the tactile one. If there is a series of mysterious pieces to an object the players must put together in the course of the game, try and make something to represent these bits that the players can hold and examine, and actually have to put together. Props should look good, but be simple to make and cheap. If there's a mysterious vial of liquid that might contain the DNA of some extinct animal, give them a stoppered vial with water and a drop of food coloring (or better, mix a bit of oil in there so it separates and looks

really strange). Of course, combining as many of these elements as possible is the best way to set the mood of the game. The more elements you can easily and safely combine, the better the experience will be for the players.

Make sure that all other things that could distract you and your players from the game are put away. Don't have the TV on unless you are using to play a video clip or something that has relevance to the game. Make sure the radio's off. If it's too warm, open some windows and turn on the fan or air conditioner. The fewer artificial or natural distractions in the environment, the more attention everyone will pay to the game.

Finally, a few words about safety: DON'T SPRING THESE THINGS ON YOUR PLAYERS WITHOUT PRIOR NOTICE. Warn your players that you will be using such methods without giving away exactly how they will be used. There are very good reasons for this. Some people may have physical conditions that you don't know about. If you intend to use perfume on a handkerchief as a prop, make sure none of your players is allergic to it. If you are going to be turning out the lights, make sure that no one's phobic of the dark.

Filmography and bibliography

Filmography

The breakfast Club:

Okay, so they're five juve stereotypes locked up in a school for a Saturday — it's still funny and a tad insightful. It's also a good example of how juves from different backgrounds can learn to work together.

Adventures in babysitting:

Group of kids running around, led by an only slightly older kid, getting involved in all sorts of things they shouldn't be: crashing parties, swiping Playboys filled with secret gangster information, dealing with car thieves, singing the blues, avoiding cops, gangsters, mechanics and most of all the parents. The scene where everybody ducks in the car because the babysat parents are driving the other way. Sure the film may be old but it's still good, it's still good.

Minority Report:

An amazing view on how much virtuality can be a part of the players lives. Particularly the scene where Detective John Anderton walks down the street and all the virtuality ads greet him personally. Creepy and in your face at the same time.

Kids:

Boardpunks and sex. It deals with contracting diseases and what happens to them, but it's also Boardpunks and sex.

Repo Man:

A suburban punk comes of age in some very strange and unusual ways, centered around an otherworldly nuclear-contaminated car. Good source material for MegaViolents and Mosher, as well as some humorous and somewhat disturbing sets. Keep an eye out for generic product labels on cans of "food" and "drink," and think pre-pak when you see them.

Rebel Without A Cause:

The ultimate teen angst movie. Although set in the 1950's, just move it forward in time a bit and you have a great insight to the thoughts and emotional drives of your juves. It's one of the first and best films that tackles the problems of adolescence without the tint of rose-colored glasses.

The Wild One:

Right up there with Rebel without a cause but with Marlon Brando rather than James Dean. Again a 50's movie dealing with a biker gang, but Brando's classic line when asked "What is he rebelling against" of "Well, what do you got?" is perfect.

Toy Soldiers:

Group of terrorists take over a school and all the trouble makers decide that they want to cause trouble for the terrorists rather than their teachers ... for once. Sure it's not a new theme, but the way they work together is a good example of how a team should work together, most of the time. Besides, it's got Wil Wheaton!

Strange Days:

A twisted movie that helps portray the evils of Virtuality. Despite some misconceptions, it's quite good, and can also give some indication about what the controlled media of the ISA are like.

Streetwise:

A documentary about street-children living in Seattle. Ultra-depressing, but once again good source material for playing and understanding the outcast juve world of 2027. Besides, you might learn something.

An incredibly depressing film about a group of homeless teens who band together to try and survive. The imagery of rundown suburban homes and mean streets can be inspirational material for the descriptive narratives discussed above.

Clueless:

Ditzy Golden or Glitterkids. Popularity bashing, Prima Donna acts, getting the boys, losing the boys and practical use of Gen Speak and how it can make absolutely no sense unless you know exactly what they're talking about.

Masterminds:

One kid against a concerted group of kidnappers who have taken over a premier prep school. Great for Networkers, V-Punks, Arcorunners and Beaver Brats. I mean, this guys got it all. He's crawling threw the ducts of the school, hacking their security systems, playing havoc with their attempts at greed and villainy.

Cruel Intentions:

Goldenkid powerplays only minus the bubblypop-gum of Clueless. Dark, sexual and dangerous with lives, money, and power all for the sake of a game.

Hackers:

Relationships, net hacking, parties and remember these two things. Remember these two things: spandex is a priviledge, not a right and HACK THE PLANET!

Pump up the Volume:

How to run a pirate radio station at your school. A must for all you Vidiots out there.

Degrassi:

There's an older version, that's quite hard to find, and a newer version. It's a highschool show, featuring real highschool students, dealing with drugs and pregnancies and friendships and romance like real highschool students. Amazing concept, catchy theme song.

Goonies:

While this is on the younger side of the juve scale this is still a great movie. You find a diverse group of friends who's major thing in common is that they all live in the same area. These juves end up going on an adventure to dodge vicious criminals and traps all for pirate gold. Mikey, Chunk, Mouth, Andy, Stef and Data (my favourite and a Tinkertot rolemodel).

bibliography

So much has been written about Cyberpunk literature that we won't list all the books that are usually obligatory for the genre. Rather, here are a few titles that have some special relevance to Cybergeneration.

bad Voltage:

A hard book to find, but the penultimate Cyber-generation novel, not only set in a dark future of 21st century Paris, but also all about juves. It has excellent examples of BoardPunks, Arco-Runners, GoldenKids, and Streetfighters.

The Long Run:

A sci-fi novel that shows a great example of a one man, nonviolent campaign against the state. Well worth reading for the tactics of using your head over relying on firepower.

Little Heroes:

This book should almost be a bible for your Vidiots and GlitterKids. Media manipulation and the creation of pre-fab guaranteed entertainment stars, also contains some good literary examples of the excesses of Virtuality.

Snow Crash:

The adventures of Hiro Protagonist and YT (the best example of a BoardPunk yet) through a world gone strange with corporate culture. A great look at Burbclave, too. Enough good things cannot be said about this book. Read it, cho. It's a must.

The Music is the Message

Wade's Cybergeneration Top 40

My own real musical tastes run to goth and industrial music. Here are some of my personal favorite groups to play while getting Cybergenerated, with especially good songs in parenthesis: Any Gothic or Industrial music sampler from Cleopatra Records, Alien Sex Fiend (Attack), Cassandra Complex (Nightfall), Dead Kennedys, Das Ich, Die Krups (Fatherland, the Sisters of Mercy remix), Einstürzende Neubauten for the Troggs, The Fair Sex (House of Unkinds), Front 242 (Headhunter v. 1.0), Laibach, Manufacture (Armed Forces), the Merry Thoughts (Second Generation), Ministry, My Life With the Thrill Kill Kult, Nine Inch Nails (Head Like A Hole), Nitzer Ebb (Join in the Chant), Public Enemy, Sex Pistols (Holiday in the Sun), The Sisters of Mercy (Vision Thing).

Dave's Addenda

I'd add the following to Wade's list: Sisters of Mercy (This Corrosion), Siouxsie and the Banshees (The Killing Jar), Alanis Morisette (All I Really Want), Live (I Alone, Selling the Drama), Bob Mould (Black Sheets of Rain, the entire album), The Lost Boys Soundtrack (not very cutting edge, but cool nonetheless), The Tank Girl Soundtrack (a natural), The Crow Soundtrack.

Ed's Appendix

I have to put in my own plugs. The Mosher write-up mentions duster as a musical style, and Travis Shredd is duster. For corporate environs, use Brian Eno's Music for Airports. Alternatively, Gregorian chant could add that spin of mindless devotion to the corporate state. For tasteless mallplex areas, try Klaus Nomi (too eclectic for most people to take). Gary Numan is great, in my humble opinion (yeah, right) ... try Telekon or Sacrifice for your Goth scene. Other bands to check are Bauhaus, D.A.F., Devo of course, Frontline Assembly (Tactical Neural Implant), and Peter Gabriel (Security and Passion).

Jonathan's Footnote

Since there are three other lists before this one I'll keep it short. Anything by System of a Down would work, particularly Deer Dance. I also have an actual playlist that I would use if I ever had to make a CyberGen CD. Here goes: Shake the Disease (Cover) -- Hooverphonic, Death is in Love with us -- HIM, Asleep in the Chapel -- Thursday, Idol -- Amanda Ghost, Rock the Nation -- Michael Franti, Marches and Maneuvers -- Thursday, Buried Alive by Love -- HIM, Face to Face -- Sevendust, Violent Mood Swings -- Stabbing Westward, Jackass -- Ultraspank, Mozart and Madness -- Savatage, Sense Fail -- Bloody Romance, Running Up that Hill (Cover) -- Placebo, Second Sight -- Placebo, The Execution of all Things -- Rilo Kelly.

Watching It All Go to Hell, and Dealing With It

Axiom: No battle plan ever survives contact with the enemy.

I don't mean to imply that your players are your enemies, but they're not always going to go right along with your idea of how the adventure should progress. Or sometimes they won't be able to make it to the game because their dog died, or their grandmother is sick, or some other real-life intrusion. Regardless, you are going to be stuck dealing with players who come up with unexpected plot twists, or who won't be there, leaving an important character out of a crucial

part of the ongoing story. You've probably had to deal with this before, but here are some ways of coping that you may not have considered before.

They Did It Their Way

The most common way for your carefully-planned game to go to hell is to have the players do the unexpected. Well, face it, cho, they're players. They always do the unexpected. If they didn't, we'd be writing novels instead of running games. To minimize this, make sure that your adventures aren't just a linear string of encounters. If there is only one place for the juves to go, but you give them two choices, there is at least a 50% chance they're going to go the wrong way.

One way to ensure that the players hit all the bases, but still have some freedom of action, is to make an encounter flowchart, not unlike the new netrunning system in Cybergeneration 2nd. Ed. This works especially well in games where the players have to go to different locations to meet with people and get equipment for the big finale. If they know about a couple of different places to go, give them the choice. They'll feel like they're in control of the way the story goes, and will eventually learn they can't complete the big finale without going to all the places. This way all your carefully prepared locales and NPC's eventually get visited and interacted with.

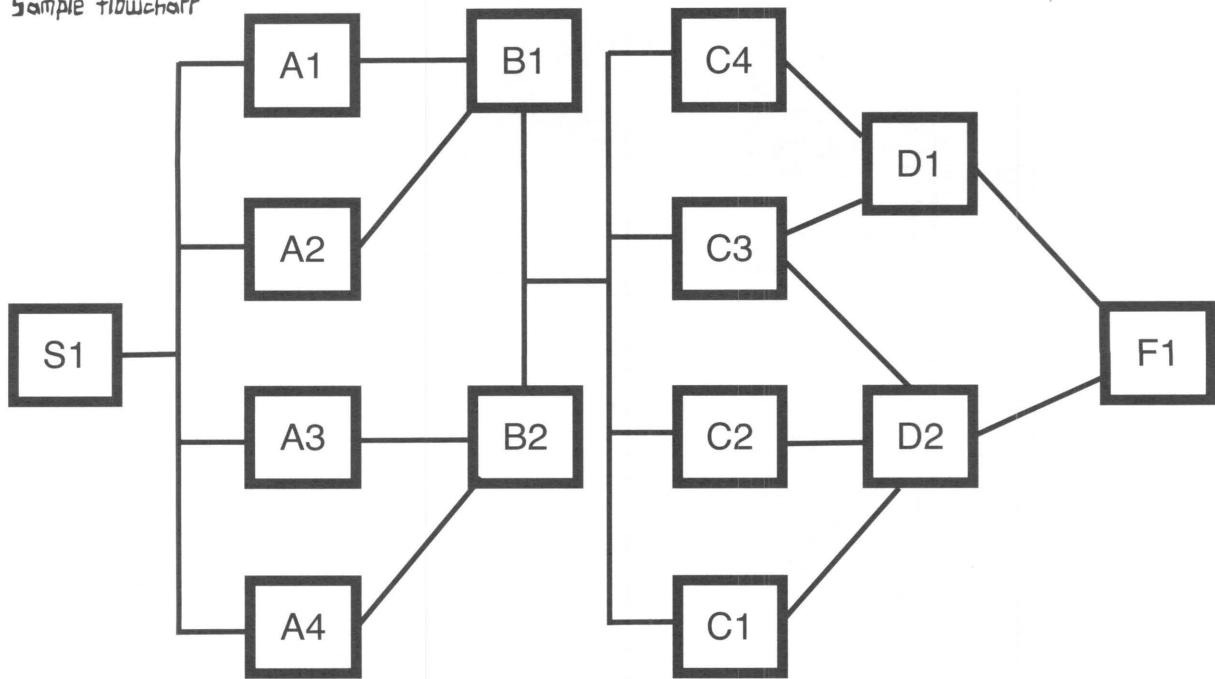
(See Example Flowchart on the next page)

Even so, there are going to be those times that the players just aren't clicking with you or each other. Unless the particular scenario you're running for them is time-critical, give them a break. Let them do what they want, interacting with each other and NPC's. This gives them time to better get into character, and get a feel for the world. Keep dropping clues for your planned scenario, and eventually one of them will go for it, bringing the others along for the ride. Don't force the issue if you can avoid it, and sooner or later, you'll be back on track.

Stuck in the Mud

Sometimes you've created some clever way for the juves to achieve their goal, but none of the players can get it. For some reason, they just can't seem to figure out they're supposed to put Chip A into Chip Reader B (or whatever) to make the game proceed. It's a common trap that even experienced GMs and players fall into from time to time. This happens most when the success of the story hinges on a single roll, the defeat of a single NPC, or the solution of a single puzzle. These "story chokepoints" can ruin a game unless you make them VERY obvious which might make your players feel less than successful or satisfied.

Sample flowchart



Now you make a Legend.

S1: The players at the Beginning

A1: The players find a piece of information that gets them into the adventure

A2: Someone from the Cabal gives them the way into the adventure ... etc.

Although they may not be as dramatic as your primary vision, you should make story “escape valves” for critical scenes. If they can’t figure out to put Chip A into Chip Reader B, have another way to access the information, like putting it into the Net and making a Wizard have to break into something to get it. Try to avoid the deus ex machina of having an NPC solve it for them, unless the NPC is specifically in the game for that sole purpose (also known as a plot device). Otherwise your players will feel like they don’t matter to the plot. They’ll become less participatory and turn into observers (or wander off in the hopes of creating their own plots). Roleplaying isn’t like watching TV; it’s supposed to be interactive entertainment for every player.

Missing In Action

Another common problem is when a player cannot (or does not) show up for the game. This can be incredibly frustrating for the GenGM, especially if that player needs to be present playing his or her character for the story to advance. While you can’t control the real world things that make a player unable to join the game, you can prepare so this doesn’t unduly harm it.

First, make sure that there are at least two characters in the group able to do a particular critical thing in an adventure. If one of the players won’t be there, another one capable of performing the task will be. It’s always possible that neither may be there, but redundancy lessens the likelihood.

(Let’s not be control freaks, here.)

Second, see if you can run another part of the story that session. If you have done your preparatory work and are using the “flowchart” system described above, this should be easy. This enables your story to proceed, and for the player to come back the next session and jump back into the action.

Finally, make sure all of your sessions have a nice “chapter ending,” meaning that they’re largely self-contained with a neat wrap up at the end. It can be a real pain to end one session in the middle of an action sequence, or with the characters in some remote or hard-to-escape location (like jail), and then have one of your players miss the next session. By making your sessions self-contained, if the player can’t show up, you can just say their character has homework, is grounded, or whatever. In other words, you don’t have to desperately search for some rationale for the character to fade into the background for a little while.

breathing Life into the Campaign

The Faces of the CyberRevolution

Alt Cunningham, John Silverhand, Rache Bartmoss and Morgan Blackhand are not only the spiritual leaders of the revolution, they're the actual leaders, tirelessly striving to coordinate the actions of the juves in their fight against the ISA.

Alt Cunningham is very much the motherly type, but much of her softness [and some say part of her humanity] has been lost in the years she has spent in the Net. The Revolution is her primary reason to live, and her fate is the Revolution's fate. Alt is the one that greets all CyberEvolved when they're first contacted by the Revolution, but it isn't really her. There are so many things to do, and even a being as versatile as Alt cannot be everywhere. So, she frequently sends a limited AI copy of herself to deal with the juves. Alt herself can take any appearance she chooses, but is fond of a soft, blue column of light with the vaguest hint of a female face. When Alt does show up in person, you can bet that the situation is very important.

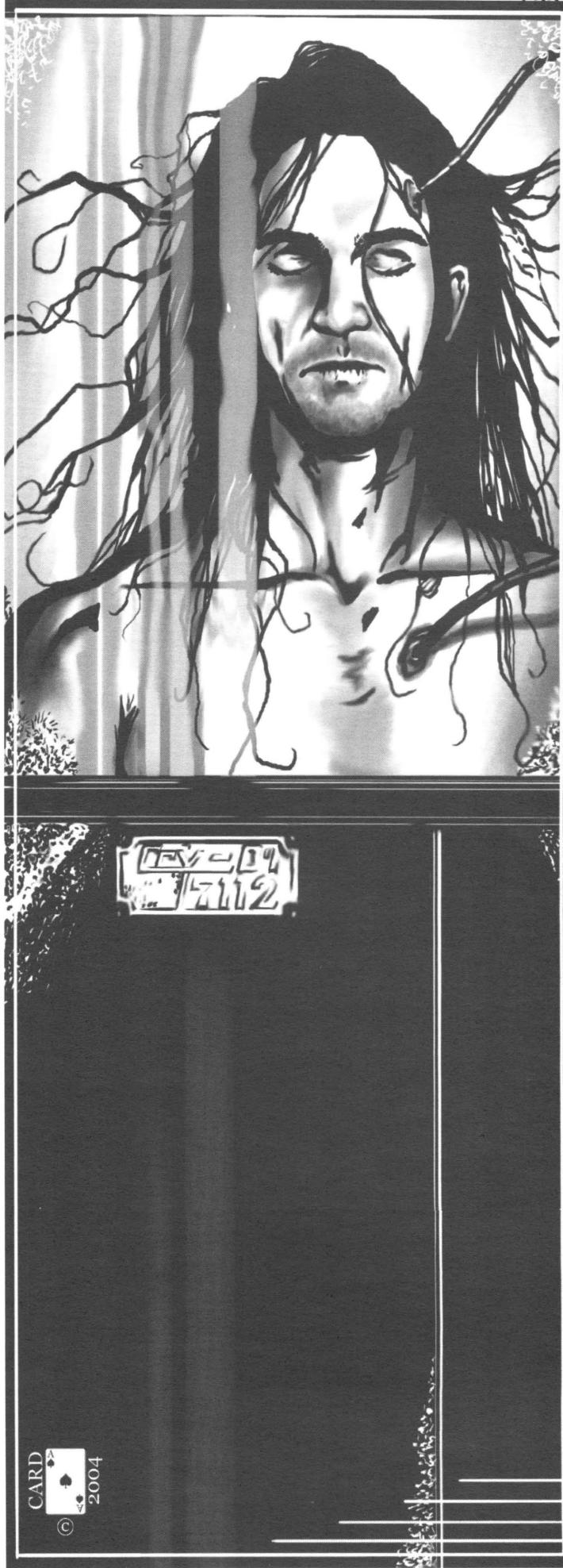
There is also a flesh Alt, Alt2, who has her own life in the Revolution. In fact, Alt2 has something of a hard time living in Alt's shadow. She's adopted the name Alicia Connager, but since she's refused to alter her appearance, she generally has to keep a low profile, as Alt's image is now well known to the ISA. She will often go "on-site" for some Revolutionary activities, especially where Net access is limited, and you can bet those juves are surprised when they see Alt "in the flesh," so to speak. but Alicia has her own memories now and her own priorities. She believes in the Revolution, but is still fighting for her own identity within it. This can make for some wonderful moments as your juves have to learn the differences between this "Alt" and the Alt they're used to.





Mr. John Silverhand has been twice killed, and twice resurrected. This incarnation doesn't remember his life between 2019 and 2026, and as such has an interesting take on life. Silverhand is now a very pragmatic man, carefully conserving the resources of the Revolution's Mediafront, teaching the juves to inspire the people through the printed word, music, television and Virtuality. He drives home the point that the juves must keep the fires in their souls pure, and to inspire the people with the truth. Silverhand keeps a low profile, preferring to let the world think he is dead, and often travels incognito from city to city, meeting with the juves to show them how it's done. It's likely that the juves will meet John at least once as he travels about, spreading the word of the Revolution.

Rache bartmoss is in it for the thrill. He has little use for money, since his body is the equivalent of a popsicle. The rush, however, is still there, and the ISA is the incarnation of all the things Rache loves to hate. He is the irascible teacher of many of the young Wizards, and leader of the Virtualfront, co-ordinating the CyberRevolution's activities against the ISA in the Net. Unfortunately, his method of "teaching" often consists of leading headlong, seemingly suicidal assaults on datatorts loaded with black ice. Despite these acts, however, Rache cares about the CyberRevolution in his own insane way, seeing it as the best way to strike against the corporate state he prophesied was coming all along.





Finally, we have Morgan Blackhand, or "Uncle Morgan" as some of the juves have begun to call him. This nickname, however, is not an irreverent jab at this legendary solo. It's actually a bit of respect, and may betray some of the true feelings the juves have for him. Morgan is in many ways the strong, authoritarian parental figure that many of the juves have never had. He is outwardly gruff and callused, but goes out on a limb for the juves when required. Morgan is the leader of the FreeFront, and travels frequently, sometimes accompanying Johnny Silverhand. Morgan trains juves in different cities how to defend themselves and how to run basic ops against the ISA. He instructs those he trains to instruct others, forming training cadres that will be the nucleus of a new revolutionary army to fight the minions of the ISA and the corporations. His virtual construct messages are spread throughout urban areas of the ISA, leading the victims of the Plague to safehouses where they can evolve in peace. Hence, his is the first voice of the CyberRevolution that many kids hear.

Help From the Eden Cabal

Exactly how involved will the Eden Cabal be in your game? Do the juves hear from Alt or Morgan on a regular basis, or do they simply get anonymous postings from the Net? How many Revolutionary resources do the juves have access to? These are important questions that you should decide early on in the game. In the beginning, the team may only have an anonymous netbox where they get messages, being left to their own devices for most of their missions. As their Rep increases (say 3-4, or, if using Numeric campaign tracking, maybe they achieve 20% of their target values), they might be contacted or assigned an Eden Cabal Virtual Intelligence of Rache, Morgan, or Alt. A shadow account may be set up in their name as well, giving them access to limited funds. As they progress higher, the number of contacts they have in the Revolution will grow (although they'll never know too many people at one time, the importance of their contacts will increase). It is important, however, to make sure they always feel acknowledged and supported by the Revolution. If the going gets tough, even early on before they've earned a high Rep, the Cabal can be there to help them avoid capture or annihilation.

Note that if the group has an adult Guerrilla assigned to it, its access to Revolutionary resources may be higher because of the Edge-runner's contacts and placement in the Cabal hierarchy. So maybe there's a reason to have the old geezers around after all ...

The Yogang Circuit: The People That You Meet Each Day

When making your plans for the game, either as player or GenGM, don't get too bogged down in unnecessary detail. Sooner or later the plot will deviate from your plan, and you are going to have to wing it. For example, you should only do full stats for the NPC's that will be regularly interacting with the juves. Likewise, only place detail on the places your juves hang out most, like the Food Court in the Mallplex, a popular arcade, school, and sometimes their homes (assuming they still live there).

Your juves are going to have the most frequent contact with other juves. While this doesn't mean you have to create an entire high school's worth of juves and stats, you should give some time and consideration to who the important and/or influential juves are in the day to day lives of the characters.

Every juve has a best friend, and every juve has an archenemy. It's just the way of the world, or

at least how it's perceived by the juve. The juve's best friend could be another player character, but could also be an older or younger sibling, a next-door neighbor, someone they go to school with, or a romantic interest. You probably have some ideas about what sorts of people the juves are likely to hang out with due to their yogang and some of the preparatory work you did when the characters were being created. Now is the time to put that prep work into action. Create a best friend for the character, propose it to the player, and see what they think. Then consider their response while you finish fleshing out the stats.

For a bad guy, you have more leeway, because the juve isn't supposed to like their "mortal enemy." This should be someone that it will be difficult for the juve to easily (or regularly) defeat, and who will time and time again cause problems for the juve. This ultimate rival is often best used when he or she is in the same (or opposing) yogang as the juve.

As stated before, yogangs provide you with ample opportunity to create encounters for your players. Not only is there the friction between the various yogangs, but there's also friction within a single yogang. In one particular game, a young BoardPunk was trying to gain membership in an exclusive Aeroboard club. They made her run an obstacle course where she not only had to avoid tricks and traps, but also had to dodge other members of the club trying to knock her off her board. After gaining entrance into the club, she ended up being a romantic rival with another femjuve BoardPunk for the affections of the group leader. This led to a climactic fight scene between the elder siblings of the involved parties, who were coming to the rescue of their kid brothers and sisters.

The point is that yogangs should be an integral part of your campaign. They can be the source of many Plotpath complications, and the source of long-running, recurring themes in your game. Love, hate, fear, joy, happiness and hope can all come from the interaction of your player's juves with their peers in the ISA.

The juve community also forms the basis for a yoganger's communication network. Kids listen to what their parents talk about, watch teachers, and monitor policemen. All of which means that there's a great deal of data moving around the characters just waiting to be tapped. How well the juves are linked into this datastream can go a long way towards funneling them info. They don't have to be social chameleons, but they need to stay in touch with their peers if possible. That way they can use the other juves' eyes and ears for reconnaissance and espionage, most of it without even compromising anyone's safety.

On the flip side, not every juve is going to hate the Machine. Some have bought into the propaganda and really believe that the ISA is the answer to America's problems. Corporate schools encourage children to report "unpatriotic" or "potentially criminal" behavior from their fellows. Some juves take great pride in being able to maintain the trust of their peers while quietly reporting all their activities to the school monitors. Have one of these kids turn on the group if the players get sloppy or too high-profile. They may even know who ratted on them, making subsequent sessions all the more paranoid.

The Faces of the ISA

The ISA is the single most important antagonist you have in your campaign. They are, after all, the enemy. They pose the greatest threat, and they have the most to lose if the juves gain ground. As such, you must know how to portray the various arms and agencies of the ISA.

BuReloc is an obvious adversary, especially for juves on the FreeFront. Helping the oppressed people of the ISA against this nefarious agency can be a key point in the campaign. BuReloc agents genuinely believe in what they're doing, helping to clean up the streets of the burdens on society, and restoring progress, rebuilding the urban cores. The training program that BuReloc agents go through is heavy in indoctrination and propaganda. They believe that BuReloc is the agency responsible for the stable environment the ISA has enjoyed over the last few years, and many agents greatly resent the CyberEvolved's effort to mess that up. As such, although they do their best to apprehend juves with minimal violence, they can also suddenly lash out against them in a sort of release valve for their anger.

CorpSec is another good foe, but they're more common in the CorpZones acting as police and enforcers. The common image of CorpSec is of the armored trooper, kicking in some citizen's door and hauling them away for trial. In fact, many CorpSec troopers only wear their heavy armor in High Threat Zones (like the Outside). While on duty in the CorpZones, most just wear simple black uniforms with medium armor, patrolling like militaristic cops. CorpSec troopers are cold and humorless, much like Gestapo officers. They see everyone, including the corporate wage slaves, as a potential enemy, and can be quite paranoid.

Quick Juve Generation

As GenGM, sometimes you'll have to make up a juve on the spot. One easy way to do this is to grab a die and rolling a Stat or Skill when you need it. If you think that a MegaViolent with a Body of 1 is too low, establish a quick minimum and make the roll (say "5" for the MegaViolent's Body stat), and if the die roll comes up too low, use the minimum. This method helps you generate only the quick stats and skills you need for the scratch NPC without having to make a whole new character. Check out the Juve Archetypes in Chapter Two on page 12-14 for some further guidelines.

This paranoia contributes to CorpSec's vigilance, however, and they're a formidable fighting force. The very nature of CorpSec troopers and agents has earned them the nickname "Corpsicles," for their cold and passionless demeanors.

If CorpSec is the mailed fist of the CEP-led ISA, then the Domestic Security Agency operatives are the shadowy figures behind the fist. The DSA were once part of CorpSec, and are also called Corpsicles, but they're more of an investigative and operative agency. Where CorpSec is paramilitary, the DSA is like the Secret Service or CIA. DSA op-

eratives are among the best in the internal spy business, and are dedicated to their primary mission of rooting out and destroying threats to the Corporate State. DSA operatives and agents can put on any face needed to interact with their environment, switching personalities and demeanors like chameleons. Portray them in your campaign as ruthless, efficient investigators, spies and infiltrators who stop at nothing in the pursuit of their goals. They have no compunctions about turning in a group of juves for extermination. After all, it can all be covered up and kept off the six-o'clock news.

The Raptors are a subsidiary of the DSA: CyberEvolved kids who've been brainwashed or coerced into working with the DSA to infiltrate the CyberRevolution. There are two types of Raptor: ones that really believe that the DSA is right, and those who have been strong-armed into betraying their fellow Evolved. Sometimes their family is held hostage; other times, they carry poisons or devices that will kill them if they don't cooperate with their handlers. These juves are ripe with roleplaying potential. It's always the natural inclination of the Revolution to take in and trust the Changed since they're at the top of the ISA's hit list. This makes it all the more poignant when one turns on them (imagine the classic image of a Jew working for the Nazis). The Raptors themselves are often torn, having to move among their own kind, all the while ready to betray them to those who would kill or enslave them. Use Raptors with caution, however, since too many such traitors can quickly make it impossible for the characters to trust anyone, and the campaign will suffer.

LEDiv and the Military are easy to portray. LEDiv are law enforcement officers through and through, professionals who, although they do

have feelings, perform their duties admirably and with skill. The Military are soldiers, and are largely interested in following their orders and looking after their own interests. The CDC can be tricky to portray in your campaign. CDC workers and doctors are arguing (although more quietly since the disappearance of Dr. David Chaing) amongst themselves about how to deal with the CyberEvolved. Some believe they should be treated as children ill with a very unfortunate disease. Others say that the CyberEvolved are a threat to the very core of America, and should be terminated. As such, feel free to run CDC workers as either grim-faced executioners guarding the public good, or as sympathetic, and possibly helpful, adults who pity the plight of the juves.

Cops are the standard grunts in the war against crime, particularly in the Outside zones. As stated in Chapter Two, however, cops are less and less enthused about enforcing the CEP's laws. Still, they see themselves as the Thin Blue Line against chaos, particularly after fighting this fight for thirty of the worst years the States have ever seen. They strap on their kevlar and slog out onto the streets, ready to do battle with the bad guys and praying that today doesn't let the slug with their name on it find them. Cops are usually overworked, sometimes corrupt, and always more cynical by the



day. But many of them do believe in administering justice (as compared to ISA law) where possible.

While whole police forces are unlikely to defect, individual cops might to turn a blind eye to minor infractions or even go as far as ignoring signs of infection. Use them as the wild card the kids may need when the stuff hits the fan.

Good Cop, bad Cop

As the text says, cops run the gamut from brutal oppressors or reluctant allies. This makes them a bit of an unknown to the Cyberjuves. Play that up. Create cop NPC's with a variety of motivations and agendas. One ("Sergeant Max") is the hard-ass street veteran who loves to slam it to those damn juve-punks. Another ("Officer Charlie") knows enough about the Carbon Plague and the nature of the new government to cut the kids some slack. These characters can be fixtures in the juve's neighborhood, with yoggang activity gauged based on who was on patrol at the time. The juves might even feed Officer Bob tips on real crime in their zone, and in return get tipped off to Sergeant Max's movements in the area. When the sirens are howling, you can bet your team will be praying that it's Officer Charlie who's responding to the call.

60 CHAPTER 4: THE CARE AND FEEDING OF THE CYBERREVOLVED

Introduction

So, how are you supposed to have a bunch of players used to adult characters successfully play a group of snot-nosed juve brats? The key is to remind them that their characters are not adults -- actually, you should make them painfully aware of it. Here we give you, the GenGM, a few tools for helping your players feel and act like kids in the game. (Sorry, we can't account for their actions in the real world.)

First, every juve has insecurities, especially compared to adults. Nobody in high school really believes that they're perfect (although they may act like it), and everyone is jealous of somebody else. Even the prettiest femjuve in the school, though she walks around like she owns the place, may worry that she is too thin or too fat, not up on the latest styles, or is the object of vicious gossip. Acting out these insecurities and dealing with them in the context of the game is a great way for your players to get into playing a Cybergeneration juve.

There are also things that juves have to do that adults don't. Going to school, for starters. Adults may have to go to work, but at least they have some illusion of self-determination in their work environment. On the other hand, juves are at school not only for an education, but also to learn discipline and teamwork, things that an adult has either already mastered or given up on for good.

Juvies have to deal with their family (we use this term liberally) on a daily basis. Even a juve who runs away has to deal with a daily lack of family. The streets of 2027 are mean, and juves can be hard-pressed to defend themselves against most adult predators. Worse yet, adults can and do walk away from their families, which helps explain why there are more single-parent than two-parent families in 2027.

Finally, being a juve is about learning how to be an adult. Adults have already learned (supposedly) the lessons of youth and taken them to heart. That's why they're called adults. The very journey to adulthood is central to being a juve. In that journey, childhood becomes a casualty, but it's necessary for the wisdom and abilities of adulthood to take root, allowing for the survival and growth of the individual: the "death of innocence."

Making Them Act Like Children

"Hurry Or You'll Miss Your School bus ..."

(SH1) "Hurry Or You'll Miss Your School Bus ..."

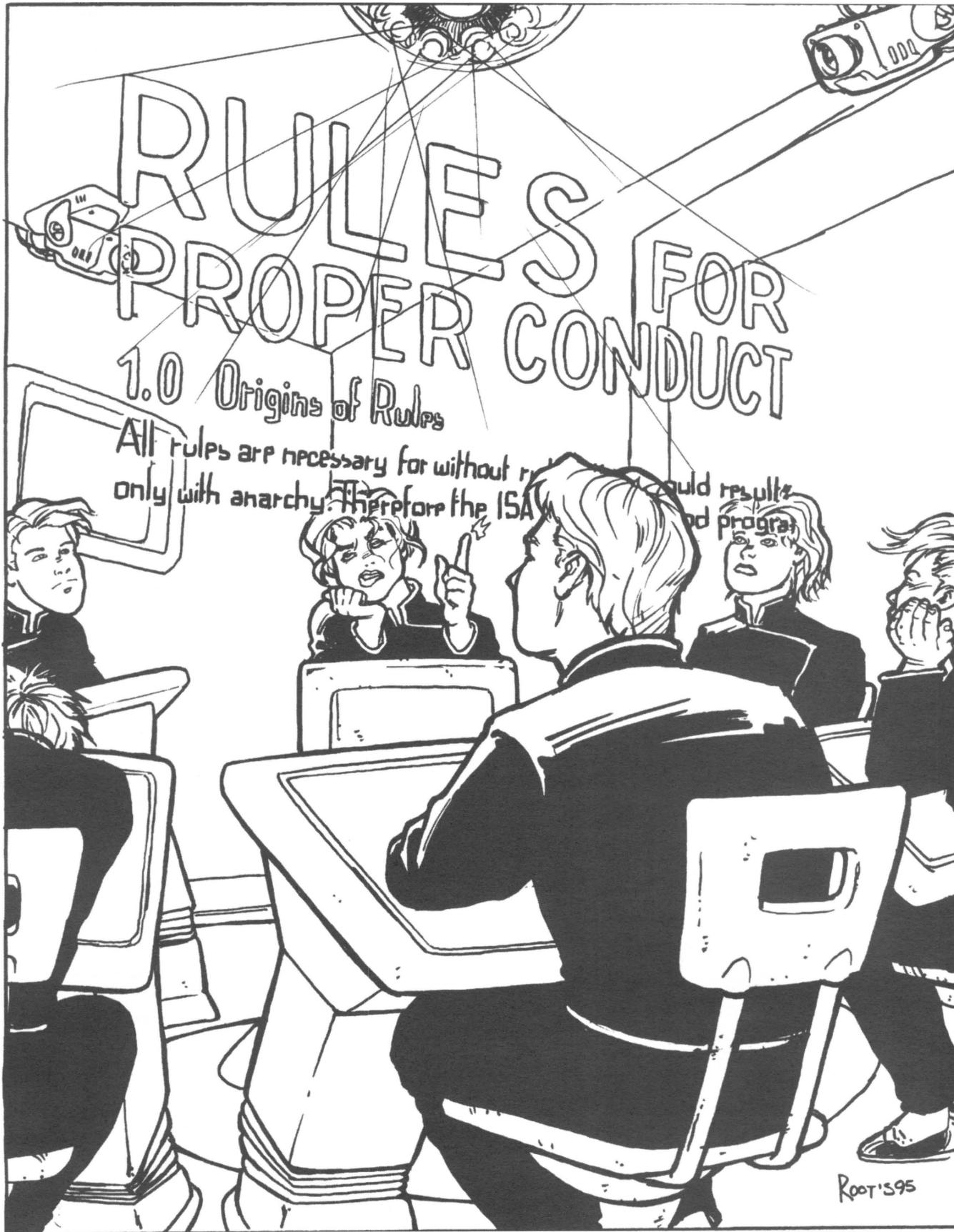
The juves don't really have a choice. No matter what social class they fall into, they're forced to go to school. Even if they're homeless, juves are often "helped" by your friendly neighborhood police and BuReloc agents, who give the truant a choice of school or jail (or worse, the BuReloc camp).

For juves whose parents are lower- and mid-level corporate blue collar workers and white collar wage slaves, school consists of corporate-sponsored educational programs, including dormitories for those whose parents opt for it. These dormitories are built on the Metafamily concept, with up to 10 juves in a unit, and the corporation provides all aspects of familial social interaction. Juve teams are often forced to compete against each other in order to enforce bonding and a competitive corporate mindset. The juves are allowed out for some periods (usually only 4-6 hours a day), generally to the Mallplex, which is where they meet up with other juves and join yogangs. Despite a high educational standard, Corp school monitors often enforce harsh discipline and regimentation is a predominant element. This is not a place that encourages free-thinking and creativity, especially if it's used to figure out how to escape, even briefly. For those whose parents don't want them to live in dormitories, the juves are still likely to partake in lots of compulsory "after-school" activities thoughtfully provided by the corporations. They're likely to see more of their instructors, instructional AI's and activity supervisors than of their own parents.

For the 30% of the ISA's children that live in the Outside sectors, there are the traditional but highly ineffective outlets of free public education. Even parents who work for smaller corporations often send their kids to public schools. But these are not so public anymore, with individual corporations sponsoring elementary, junior high, and senior high schools, then recruiting from the cream of the crop. The corporations watch those who go through the meat-grinder, and nurture those with promising intellect or abilities. They watch for the bullies, the leaders, and the budding geniuses. They then recruit them into security, management, and technical services, providing them with post-high school vocational or university education. Public schools tend to be less authoritarian, some bordering on anarchy, but they also supply a lower grade of education. Still, the really good teachers often opt for public school slots, since they have more freedom there to teach as they wish rather than following a corporate lesson plan. These talented few often help encourage the new generation of revolutionaries ... quietly, of course.

Note that those street-juves who do not go to school (like Squats) are often swept up by the cops or BuReloc, and dropped off at the reformatory school for a week or two before being sent back to P.S. #132 If they're picked up too many times, it's off to the BuReloc camp. Most opt for school.

For children of the upper class, school means private instructors, one-on-one classes with very powerful educational AI's, and some amount of hands-on experience in the corporate office environment. This is one of the reasons that the upper class juves get bored more quickly than their less fortunate counterparts. They have little social



interaction during educational instruction periods, which is the bulk of a juve's weekday. They start seeking out things to do, which often leads them, slumming, to the Mallplex and the arcade. There have even been cases of some GoldenKids and GlitterKids paying for less fortunate juves to join them in their private classes, basically importing friends and paying them with a free, high-class education.

Dealing With Family

We mention families in the basic rules, but there's an understanding that the kids have run off to join the Revolution. That's not necessarily the case. There's nothing that says a character can't still have a family, a bedroom, and an allowance. At home, if the parents don't know their kid caught the plague, pretty much everyone but Tinmen can carry on like before. Some parents (PSA members most notable among them) even actively support their children if they're evolved.

So what good is a family to role-playing? Sure, it seems like a stable home environment just gives the kid more resources and another hideout, but every coin has two sides. Parents and a home are as much an anchor as they are a shield. However much benefit a family provides a PC, the cyberkid owes back that much responsibility, or probably even more. Picture the hotshot Scanner Beaver-Brat who needs to bust an animal testing lab. He walks downstairs, puts on his coat and his Mom says, "You're spending too much time with your friends, dear. Stay home tonight. I need to talk with you."

Family Types

Sadly, one-parent families are the norm in 2027 — over half the kids don't even know both their biological parents, let alone live with them. There are several reasons that someone might have a one-parent family. Carelessness is the most common reason, although divorce and untimely death are the other main causes. In one-parent families, poverty and a near-total lack of parenting is typical; the sole parent must work long hours to keep the kids fed and in school, and has little time left. As a result, most of these kids end up in corporate crèche schooling. Ecch. The biggest problems with this type of family (aside from the obvious) is that parental assistance is hard to come by, and that the family unit is very fragile. A kid of a single parent might not be bailed out of jail simply because the budget can't afford it. Then, with a kid with a record, dear old mom loses her job, and...

Two-parent families are uncommon, but on the rise again. Unfortunately, many of these parents have sold their children's freedom for comfort. They'll work long hours together and earn mas-

Making the Grade

How do you rate what the juves learn in school, both in improvement points and by their grades? For every quarter the juves are in school, make the juve make an INT roll against the Difficulty of his school type as listed below (TECH may be an acceptable substitute for INT if it's a technical school). The worse the school, the tougher the roll. A successful roll means the juve gets a chance at improvement points to put toward their Schoolin' (the GM can allow them to go toward other skills if they desire).

12	Reformatory School or Corp-Sponsored Public School
10	Corp Metafamily Dormitory
8	Corp Private School
6	Very Expensive Individual Instructors

How many IP's is another matter. Institutions require that the juves actually get graded! The juves' improvement points are based on those grades, which depend on how the juves apply themselves and how much natural aptitude they have. To determine the juve's average grade, roll a die, add the appropriate stat (TECH or INT), plus any bonuses for dedication or training (GM's call), and check the chart. The IP's are listed next the specific grade (giving a range of from 0-8).

Total	Grade	IP's
11+	A	8
9 - 10	B	6
7 - 8	C	4
5 - 6	D	2
0 - 4	F	0

Hacking into the school's database to change your grade does NOT give you more IP's... you'd know that if you studied more. Conversely, having a teacher give a lower grade because they don't like your looks doesn't change the IP either (GenGM's call).

One final and very important note: All juves in 2027 must take standardized tests to graduate from High School. Passing the test is simple, really: add the juves INT + Schooling to a die roll. If the result is 12+, they graduate. If it's less than 12, they leave school anyway (meaning the State kicks them out because they don't want to support any dead weight) and try to find whatever jobs they can. They can take the test again once every year.

Sadly, one-parent families are the norm in 2027 — over half the kids don't even know both their biological parents, let alone live with them. There are several reasons that someone might have a one-parent family. Carelessness is the most common reason, although divorce and untimely death are the other main causes. In one-parent families, poverty and a near-total lack of parenting is typical; the sole parent must work long hours to keep the kids fed and in school, and has little time left. As a result, most of these kids end up in corporate crèche schooling. Echh. The biggest problems with this type of family (aside from the obvious) is that parental assistance is hard to come by, and that the family unit is very fragile. A kid of a single parent might not be bailed out of jail simply because the budget can't afford it. Then, with a kid with a record, dear old mom loses her job, and...

Two-parent families are uncommon, but on the rise again. Unfortunately, many of these parents have sold their children's freedom for comfort. They'll work long hours together and earn massive salaries in the misguided belief that material goods are better than a quality home life. Many two-parent families are also very restrictive and artificially upper-class. They concern themselves with image and rules, and not so much with what's right.

Family remnants have decreased in official numbers since BuReloc began operations. Simply put, these are what's left after both parents leave; a few siblings with strong instinctive ties to each other. The ease with which a character can receive help is high; your big brother will do anything for you. On the other hand, without maturity and a stable home, the amount of trouble one's siblings can get in to is alarming.

Strangely enough, in 2027, the juves that get to deal with their family the most are those whose parents are faceless workers in the corporate trenches. While it's true that their parents work 12 hour days (at least) 6 days a week (at least), there is still some small amount of time when the juve and the parent(s) will be at home together. Although the quality of this time is not high, it's at least something. Typically, it will be a few words on the order of "how was your day" and "is your homework done," not to mention the infamous "can I have my allowance" from the juve. This is usually over prepack heated in the microwave, and then they go their separate ways, the parental unit often falling asleep in front of some Virtuality program. Every now and again, the parent gets a day off, but this is spent paying bills, keeping up the apartment, fixing the car, or anything else that doesn't involve the juve, and therefore avoids the fundamental problem that the parent and child really don't know each other that well any more. Not to say there's no love

between them, but there's little common ground for easy understanding.

The most common forms of parental figures for poor juves in 2027 are the single parent and the block family. The single biological parent has the most interaction with the juve, but surviving as a single parent family outside can be truly challenging with the children often on their own for most of the day while the parent works (or whatever). Often single parents (and even couples) form block families to allow themselves to spread child rearing and other survival tasks around. In this family, adults in the neighborhood pitch in to help give all the juves the adult guidance they need to survive in the cold, brutal world, although the biological parent usually gets precedence. While effective, block families can be somewhat impersonal, as the adults spend most of their time pooling their resources and trying to do more things at once than they would like. Unless specific individuals take charge of the children, there is very little one-on-one interaction. This leads to the juves seeking

Second-Class Citizens

Even if it weren't a police state, juves aren't really free. The fact that they're kids means that, in many ways, they're second-class citizens, and adults won't allow them to do everything they may want to do. Their parents or guardians have considerable control over their lives, and can force them to go to school, stay home at night, prohibit access to the household comp (all hail the V-chip), open their mail, and even limit their phone calls. The child's health and physical welfare are usually protected by law (although enforcement is always tricky), but their rights of free association and movement are subject to an adult's whim.

That doesn't mean that juves can't jump the fence or sneak out through their conapt ventilation system when their parents drop the hammer on them. It does mean that the state recognizes the guardian's right to control their wards "for their own good." Under most circumstances, this control is in the child's best interest as they learn to be responsible adults. But under the ISA, this forces the juves into a difficult situation. Adults who the juves don't trust and who don't have an idea of the issues the juves are dealing with have the legal authority to monitor the juve's lives and activities. Actually juves have always seen things this way — it's just that now they're right!

Don't be afraid to hit them over the head with this! They're kids! Their parents won't let them see their boy/girlfriend, get together with their goboys, or even access that really cool Net BBS because it uses foul language. Make them mad as hell about the lack of control they have in their lives — juves have been pissed about this stuff for millennia. Cut off their credstick access when they

were about to make that buy for the Revolution. Take away their vehicle privileges when they needed to transport that new cyberevolved to a safe-house. Ground them when they need go to that rad party to contact that other yogang chief and make an alliance. Impose a citywide curfew on anyone under 16 in order to deal with gang violence.

This is good inspiration for the juves to nurture healthy relationships with their parents. Sometimes it'll be genuine and based on mutual respect. Other times, they'll just maintain a false front to keep their freedoms. Either way, it'll give you solid roleplaying material and keep them aware of their true status in society.

them at all beyond the occasional vid-phone call. Their jet-set parents are concerned with status and advancement, and their children are seen as objects of success or failure. When the juve succeeds, the parents drag them from party to party, showing them off and bragging about their accomplishments, as if the parent really had a lot to do with it. When the juve fails, they're practically exiled, ignored, and left to the care of bodyguards and staff, until they can somehow atone for what they did. This is what leads many GoldenKids and GlitterKids to hook up with other, "lesser" juves for excitement and real interaction.

The worst are those juves who live alone on the streets. Even though they may go to school, when school is over, they're alone again. Most street juves don't have parents, and those that do rely on them for little more than just survival. For these juves, their family is often viewed as being the yogang they hang out with, as they're the only ones they can truly count on for help and emotional support (Squats are the perfect example of this). It makes them tough, and if they ever get a chance to breathe, they can often get very depressed about their situation.

Using Families in Cybergen

The first and easiest use of families is for additional equipment, money, or support. A BeaverBrat can easily borrow the family car; he knows where Pop keeps the spare key, and can nip off with it at any time. But again, this benefit has a dark side: if the car gets wrecked, he has to either explain why, or tell the police that it was stolen. And then if Pop needs the car to commute to work, he might

ing that human social interaction elsewhere, most often with yogangs.

Upper-class children, the cyberjuve elite, spend more time with private tutors, bodyguards, and instructor Al's than they do with their parents. They have the second poorest level of contact with their parents, sometimes going for weeks and even months without seeing

lose his job. And then the landlord kicks him out of the conapt, and BuReloc wants to talk to him, and then the police turn up a surveillance tape which shows the car wasn't stolen, and...

Picture a young Rad whose father works for the state government, and occasionally slips her some choice information. Were she to get caught, could she protect her father (and therefore the rest of the family) from the fallout that would ensue? How can she convince her captors that her father didn't know she was evolved, especially with that crayon drawing her little brother did?

Families can also throw a monkey wrench in the works. What would a police parent do if they discovered that their daughter was hanging out with a known felon? What happens when the EcoRaiders want to knock over a project that someone's father was just hired as security co-ordinator for? Heck, what happens if a character gets grounded, or the parents decide to search her room?

Are families too restrictive? Not really. Even though they have families, many kids can still spend a lot of time with the CyberRevolution. Rich kids' parents leave town for weeks at a time. Poor kids' parents are used to them leaving for a few days without warning. But gone away or not, the family is still a resource that needs to be protected. Surely having a few friends over for a party won't cause any damage ... right?

And finally, there's always the threat of the Final Quarantine. "Uncle Ernie's coming to town, dear. He said he needs to get away from all the child murders that've been going on back East. I told him you'd be happy to have him share your bunk bed..."

Cold Hard Cash

One thing that most juves will agree that parents are good for is their allowance. Most families that have the means will try to give their kids an allowance of some kind, due both to tradition and the modern belief that teaching kids how to handle money is a "good thing." The amount of allowance your juve gets depends on what the GenGM is going to allow, and will vary from family to family (particularly evil GenGM's will often base allowance on how the juves grades, as determined above, have been). The following chart can be used as a guideline, based on the family rank chart in Cybergeneration 2nd Ed (page 81).

Family Status	Allowance / Week
Corp Executive	\$250-\$500
Corp Manager	\$100
Corp Technician	\$50
Corp Laborer	\$25
Outside Technician	\$10
Outside Poor	\$5
Outside Homeless	\$0 (or maybe a buck)

GlitterKids, GoldenKids and Lookers are almost always at the top of the scale, the amount of their allowance depending greatly on how successful they or their parents are. Squats are usually at the bottom end, of course, with everyone else falling in the middle. It's important to note that for many families, this allowance covers "lunch money" too, so you cyberevolved juves had better spend it wisely, or soon you'll find yourself locked up without your powers available to you.

Get A Job!

Eventually (often sooner in poor families), most parental units are going to pressure the juves into getting a job. Roleplay this experience! It can be a complete blast, with the characters doing anything and everything to get the coolest jobs in the Mallplex before anyone else gets them. How much money the juves make in the job is up to you, especially since the minimum wage was abandoned by Congress in 1997 as a way of trying to stave off the unemployment of the Collapse of '96. Most jobs for juves start at anywhere from \$3 to \$6 an hour, with 15 to 20 hours a week being standard. No benefits, of course, but they're still covered by their parent's corporate plan if their parents work. GenGM's are encouraged to give whatever experience they wish to juves who get jobs, based on what the job is and how well they do at it. Of course, they do have to show up for work.

Honey, I Need You To Baby-sit Tonight.

Despite all the possible positive aspects of families, they'll also require a certain amount of time from the juve in the form of chores and obligations. Your juve will have a hard time raiding that BuReloc camp when he's got to go take care of his little sister that night. Here is a list of possible family responsibilities with which a cyberjuve may have to contend.

- Going to visit relatives. "Into the car. Grandma's waiting, and she won't last long."
- Baby-sitting younger sibling (or cousin). "I told Aunt Fergie that you wouldn't mind watching little Alfonse ..."
- Household chores. "You're not going anywhere until you program the dishwasher!"



- Punishment "You're grounded and give me your credstick!"
- Parental Restrictions. "Your curfew is 20:00 hours and I won't hear another word about it, young lady!"
- Homework "Your bedroom comp says you haven't finished Chapter Seven yet."
- Family Events. "You're going to your cousin's VR recital and that's it!"

for each other, and start to realize that they have the power to change the world they live in.

It's important that you let the juves learn as they grow. They should take some things with them from these various adult experiences they're encountering, and start to apply them when they encounter them again. This is much of what growing up is. They're no longer shielded from the harsh, cold reality of the adult world. This means they're going to develop some emotional calluses, and eventually start acting more mature. Well, usually.

Growing Up

There are three main areas that the juves are going to grow: emotionally, physically, and mentally.

Physical growth is the easiest, of course. Although most Cybergeneration games don't take place over a span of years, you can choose to make such a campaign, so it's important to give the juves a few points here and there to increase their characteristics as per page 78 of Cybergeneration 2nd Ed. Hey, their bodies are going to mature even if the become emotionally stunted (yeah, the Peter Pan syndrome exists in the 2027 as well).

Emotional growth can be tough to measure or enforce in game terms. This is a rough time for the juves. Everything they feel seems so very intense, often because they're feeling these emotions for the first time. Love, and the loss of love, can be especially hard to deal with. Even as younger kids, the juves knew hate and friendship, but the only love they might feel is for a sibling, a familial love. Romantic love is partly about commitment, and partly about physical attraction, both of which are fairly new to the juves. Emphasize this using the rules in the following section, and really go over the top when explaining the situations where they're dealing with romantic love. Eventually through experience, the juves will start to deal with their emotions better, as their hormones calm down and they start to apply what they have

Letting Them Learn

As the game goes on, the juves are going to be experiencing situations they have never encountered before. They're going to fall in love, and break up. They're going to encounter death, and learn to deal with it. They might even have children of their own. They're going to take on responsibility

learned from before to emotional situations. You can allow them better COOL rolls when resisting juve impulses, and you can allow them a bit more freedom of interpretation with the responses of their characters.

Mental growth is perhaps the biggest change between childhood and being an adult. Juves have no sense of their own mortality. They believe they're invincible, and that they can take on the world. This comes to a shattering end when they encounter death for the first time. For the juves in your game, this will probably happen in combat against the ISA, when one of their friends gets blown away in front of them. After they get away, and get a chance to rest, they're likely to go into shock, as the impact of what happens slams into them like a load of bricks. A major change will come when, knowing the risks, the juve consciously decides to keep going. Recognizing a risk and deciding to take it anyway is a very adult process.

Also, they'll start learning adult skills as they get older and more worldly-wise. You can allow them to start picking up the Edgerunner skills from pages 213-219 of Cybergeneration 2nd Ed. As in any maturing process, this should be done gradually, with one or two Edgerunner skills supplanting the appropriate Yogang skills at a time as the character focuses on them. Eventually, they may become one of the adult Edgerunner types as per their personal goals from Chapter Two ... but not until near the end of your game.

With all this growth comes new responsibilities as well. When they hit eighteen, they have to register to vote (and we stress the have to, this is mandatory). This means dealing with the mind-blowing, corporate Neo-Progressive Political Party requirements (although the greatly diminished Republican and Democratic parties both still exist). These parties resemble the Hitler Youth crossed with the Young Republicans. Dodging their propaganda and mandatory party meetings can be tough, but shouldn't be a problem for juves who cut their teeth on losing corp-school monitors. Registering might subject you to a "background check". Roll that Blend skill and pray for a 12+ to pass. Failure may bring up something "questionable." Still, if you don't at least give lip service to one of the parties,.. you may get marked for "observation".

The juves also get their SIN cards updated (see below) and have to take the Vocational Aptitude Test. This little test, sponsored by local corps upon a juve's high school graduation, determines their job aptitudes and capabilities (at least the corps say it does). It requires a Schooling + (either TECH or INT, whichever is suitable for the juve's stated occupation) roll. A 20+ makes them prime recruiting material for the corps, meaning

lots of pressure and unwanted corporate attention. 15+ marks them as competent, but not spectacular; they get job offers, but can differ them. 12+ means that they'll probably be assigned to a specific job within a year if they don't find something else, really quickly. 8+ means they're available for manual labor to any corp that's willing to place a bid on them. Not good. Ah, the workplace, the Foundation of America.

They should mature throughout the game. They won't remain juves forever, and perhaps it isn't juves who will win the fight against the ISA, but young adults who have grown up fighting for what they believe in. In the end, they can become a potent combination of juve-like enthusiasm and adult skill and courage.

JuveLove For the Referee

In Chapter Two, we gave guidelines for love and sex to the players. Now we give you GenGMs the skinny on teen amour and how to work some of it in game terms. Think of these as an expanded set of Plotpath options. We've all fallen in love at some time, but remembering that first heady crush is sometimes clouded by time, so here are some guidelines for bringing juve romance into your campaign.

Principles of Romance

Romance is not a simple theme in role-playing, and there are several factors to consider before introducing it into your campaign:

1] Are they ready for it? While Referees and players may not be used to gaming romance, role-playing and character interaction are encouraged in Cybergeneration. Take things slowly, use romance in background plots at first, and increase its importance as a form of interaction in the game. Some campaigns are more interested in fighting the Revolution, so if the players are action-oriented, use romance purely in the background, if at all.

2] Good romance is not sex. Media bias to the contrary, sex and romance are not necessarily connected, and often romance is the focus of the juveganger. While their hormones are raging, they want real relationships like their parents never had. Most Cybergeneration romantic encounters thus focus on compassion, not hormones ... well, they should anyway. While sex is almost constantly on the minds of teenagers, they want good ol' Casablanca romance as well, compassion and understanding the corporate state doesn't give them. Remember this when using romance themes, and if the players want to dive into hot and fast affairs without substance, refuse the advance, or have the target use one of the twists listed later.

Dad, Can I borrow The Keys to the Spinner?

We've told you that juves under twelve just can't drive, but sooner or later, they'll get their license ... and become really dangerous. At sixteen, Juve's can take their Driver's Test. A GoGo + REF roll of 12+ passes and they are certified by the state to control 1 1/2 tons of machinery at 70+ kph. I know I'm afraid. This basic license is strictly for ground vehicles. If they want to pilot a spinner, they have to get an Aerodyne license which requires a Pilot (NOT GoGo)+ REF+die roll total of 15+. Good luck.

Once they've gotten their license, they still need a vehicle, meaning buying, borrowing, or stealing one. Buying is unlikely unless it's a motorcycle or a used car. Both will require maintenance (read: cost time and money). Usually, the juve's parents will have a car of some kind, but getting access may be problematic, and they'd better be careful that NOTHING happens to it while it's in their care. Hell hath no fury like a parent who's car's been trashed by his kid's juvebuds. Oh, and how are they going to top off the tank before going home when they're in the midst of a running battle with CorpSec through an Outside zone? Stealing a car isn't recommended; cars are smarter now, and the cops are good at tracing them. Only a Netrunner, Techie or a Wizard should try to junk the systems enough to allow them to override onboard lockouts. See VirtualFront for specific details. Unless of course, they're stealing from the local CorpSec supervisor or DSA agent. Of course, these guys will have all sorts of nasty things attached or plugged into their cars for just such an occurrence, but the juves should be smart enough to deal with them, right? Right? Oh, damn.

3] Keep it fresh. While kids want their romances to last forever, most don't. This is not a bad thing; happy and easy romances are nice, but aren't very interesting. Difficulties, break-ups and rivals shake things up and keep the players entertained — but don't use the same misfortune every time; keep the bad things fresh, too. If you need inspiration, check out movies like *Heathers*, *The Crush*, *True Romance* and *Pump Up The Volume*. They're generally quite different from the traditional "dating" of the early 20th century.

4] Friends love you, too. Friends are always there for you, while lovers come and go. This means that friendships can have troubles, rivals, mysteries, and break-ups which are more distressing than the loss of any lover. Emphasize friendships and loves equally.

5] Some tough issues can arise here. STD's, sexual orientation, rape, abuse, pregnancy, and other such problems are confusing and often de-

The Mechanics of Attraction

If a player asks, "Am I attracted to him?" you'll need some ready rules. Here are our suggestions:

The Lust Roll: A character is physically attracted to someone else if the second character's roll of ATT + Little Angel is greater than the first character's roll of COOL + Fearless Leader.

The Interest Roll: A juve finds someone compelling (as opposed to 'cute') if the other beats the juve in a roll of EMP + Fearless Leader. If the two are in the same yogang, yogang skill rolls may be used instead.

These rolls can be used in the other direction, as well. The results are to be used for those inexplicable, hormonally-driven attractions; even if the PC beats the NPC's roll, she might still find him interesting, but at the same time, if the NPC wins, the PC finds even the most unnerving NPC compelling for reasons beyond juve comprehension.

without even realizing it. They spend increasing amounts of time together, and continue their lives as usual because the relationship doesn't interfere. The romance can vary from slight and passive to very active. It's a sedate form of romance, and often lasts a long time.

In a campaign, a player's character could develop such a relationship with another yoganger NPC. This gives a dedicated ally to the player, and the Referee a significant other to use in future plots to make crises much more personal.

Cold-Start Lover

"Quick, close your eyes! Wanna go on a blind date?"

This is where two juvegangers begin dating as virtual strangers. It can range from "I need a date to the concert" to "love at first sight". These are passionate and physical romances, built on momentary pangs of love or attraction. They're also likely to self-destruct given a little time.

pressing issues; and this is only a game. It's up to you if you want to address these themes in your stories. We give you a few guidelines, but, just as in real life, these issues have few simple answers.

Principles of Romance

There are five basic types of Juvelove. Any of these can be mutual or unrequited, and each has its unique interests and problems.

Friend-plus

"She ain't my input! We're just friends, okay?"

This relationship is common among the Cybergeneration. The couple starts out as friends, but as time passes they develop a romantic interest, sometimes

Cold-start relationships work best between NPC's. They keep the campaign alive with romances appearing and disappearing, and allow many problems to be used without plaguing the PCs. Players may become interested in this type of relationship as an outlet for role-playing as time goes on; if so, the Referee can make 'hormone rolls' to see if a PC falls for someone new.

Just-Dating Lover

"Sure I like her. But it doesn't mean anything..." Built on a cold-start or friendship foundation, this type of relationship focuses more on the joy of spending time together than anything else. The couple gets together when they want to, but doesn't make expectations or demands on each other. This might last a long time, or devolve when one gets jealous or possessive.

True Love

"Quit trying to fix me up. Why would I be interested in anyone else?"

From time to time, true love does occur. Two people fall in love and live happily ever after. Okay, not forever, but for kids, a year is a pretty long time. At its best, the people involved don't even realize it's happening. Such a relationship is the goal of most juvegangers, and they work hard for it.

True love in a campaign will most likely stay in the background, but can be instrumental in solidifying alliances between yogangers. The Referee should use it sparingly, and initially only with NPC's. It should always be portrayed as something desirable, an ideal to work towards.

True love can also be used as a motivation. A character might seek to rescue a lover of their own or a friend, or gain the love of another yoganger. While juvegangers are devoted to one another, true love raises the stakes, giving them something real to focus their efforts on. If a character has a true love, the Referee should make sure the lover does not become a puppet; while one does a lot for those they love, they're not automatons. Indeed, a good amount of personality and role-playing on the part of the Referee makes the relationship more interesting. A Wizard might seek to wipe a lover's records from all databases as a gesture of affection, while a Tin-man might carve a huge heart with their initials in it on an arcology wall, risking capture. Love makes you do strange things...

Soul Mates

"Stay frosty, babe! I'll find you! Wherever they take you, I'll get you out!"

This is that love which lasts until the lovers die

— which may be sooner than they like to think as Romeo and Juliet discovered. If one is captured, the other may surrender to be with their lover, or seek to rescue them at all costs. If one dies, the other may commit suicide. This extreme form of romance is best used with NPC's so you (the Referee) can get seriously melodramatic; it's a rare player who'd throw their character away deliberately to avenge the life of an NPC (but if you think you have players that are up for it, do it). The soul mate plot can be used to strengthen resolve; for example, a close ally's soul mate gets captured, and the ally intends to attack the Arasaka building to free her. He doesn't stand a chance of surviving unless the PCs help ...

Trouble in Paradise

Romance is never easy. There are all kinds of calamities that can befall lovers in the tumultuous world of Cybergeneration. Ordinary problems such as cheating and conflict can be just as devastating as dealing with rival-gang romances or keeping the relationship going while fighting the Revolution.

Here are several major romance Plotpath twists. Just be sure that most of the troubles you inflict on the love-struck are your standard rooftop-garden variety. Have a PCs' lovers stand them up, hate their hobby, turn to others with troubles, stuff like that. These are easier to resolve, serve to remind the characters of the relationship and a world outside of the individual scenarios, and won't scare them out of relationships completely.

The Crush

"He's so maxed, I live only for him!"

Romance is not reserved for older juvegangers. Cybergeneration characters too young for real love may develop a crush. It's unrequited love at its best, probably the first kind of romantic feeling a kid experiences. The purview of the Secret Admirer, a crush epitomizes the phrase "love is blind". Juves with crushes follow the person they love everywhere, openly or secretly, refusing to leave their presence even when in danger. They take on the sweetheart's mannerisms, slang and habits; give presents and love notes; and defend the yoganger against insults or attacks, even if they're meant in jest.

Eventually, the sweetheart may grow tired of this attention and rebuff the admirer. This could be devastating to the love-struck yoganger. Everyone should role-play this, as it's a vital part of the Crush plot. At its worst, the admirer might become suicidal.

In a campaign, a Crush can be used as a background plot (a young child has a crush on one

The CyberEvolution of Love

"Yeah, she's 220 all right, but if I try a merger, she's gonna bolt my bones a good one."

Adolescence is tough enough without the Carbon Plague. Although the body goes through hell during puberty, at least it's well-traveled ground. Cyberevolution is not so familiar, and with all the propaganda about how terrible it's, the psychological trauma is severe.

Cyberrevolved kids feel even more different and alien than normal kids. Their bodies, and in some cases their minds, are changing in all new ways, and worse yet, only a few have changed. They feel like mutants, bizarre and twisted distortions of what humans should be. This breaks up most romances, especially if only one member Evolves. For this reason, cyberrevolved children tend to enter into relationships with other Evolved; they depend on one another since they cannot rely on the "normal" kids anymore.

Alchemists, Scouts and Bolters have an easier time since their mutations do not alter their physique or psyche too dramatically. They could date almost any type of Evolved (and most normals won't notice their changes). Wizards tend to stick together, because, since they live half of their lives in the Net, they drive everyone else crazy after a while.

Tinmen and Jammers both have obvious physical traits that can frighten away nonEvolved juves. This can lead to attempts at hiding their features when dealing with normals or simple segregation into cliquish groups. Others need to be particularly understanding of these two types and help them deal with the differences that so obviously separate them from the rest of humanity. Still, just imagine two Tinmen holding hands or the whispered nothings that Jammers can exchange ...

Of all the Evolved, Scanners have either greatest or most horrid relationships. They communicate more easily than anyone else, which is great ... as long as there's no hostility in the relationship. If two Scanners get into a spat, however, an entire vicious argument can happen silently in a matter of two or three seconds, leaving everyone to scramble for cover when the sparks abruptly start to fly.

of the characters), in which the crush is annoying at worst, and flattering at best. Alternatively, the Crush can be used as a primary plot, in which the characters have to deal with a young yoganger that is obsessed with following one of the characters around, even on hayduking raids and such. The difficulty inherent in the Crush theme is that

the characters are dealing with someone very young, who does not understand logic, and who is persistent in their efforts to be noticed.

Fatal Attraction

"You selfish double-crossing bitch! How dare you turn me down? You'll regret this day when I'm through with you!"

Where a crush is devoted, this is obsessive. Fatal attractions involve older juvegangers, and are unrequited love at its worst. It's ideal for a horror interlude, where an admirer falls in love with one of the characters. The admirer should be a casual acquaintance, fairly attractive and useful to the character, perhaps even helping in some scenario. After a while, the admirer begins to show signs of being in 'love' with the character, far more than one would expect. Any rejection is ignored by the admirer who is certain a bond exists.

The admirer may begin sending love (e-)mail to the character, following the character around, conducting secret surveillance and trying to discover everything about the character. In some cases, the admirer will be helpful, seeking the character's approval. At other times the admirer will be bitter and cruel in response to rejection or negligence.

The climax of this plotline is a confrontation. Depending upon how the character deals with the admirer, it may end the nightmare. On the other hand, if the character is cruel and tactless, it might intensify the admirer's efforts, even to homicidal proportions.

Mysterious Stranger

"You're wonderful, and I love you, so for your own sake, don't ask."

Player characters are also more likely to fall for a mysterious lover, as secrets are a powerful aphrodisiac. The key to building a mysterious stranger plot is to introduce an attractive, subtle and cunning juve who is at least somewhat interested in one of the characters. The juve's background should be secret, possibly even what gang they come from (they're exchange students or just moved into town). Assuage the players' suspicions with the revelation of a few harmless "secrets". The intrigue builds as elements from the mysterious lover's past begin to surface — perhaps she is ignored by CorpSec in a raid, or he lets slip top secret knowledge of BuReloc procedures. Nothing too condemning, just enough to make the characters wonder. Then, as some new damning evidence is discovered, the lover disappears, as if into thin air. No one can find this shadowy sweetheart anywhere, so now the pieces must be put together.

The Referee can have some fun here, as the possibilities are infinite. The mystery person could be

a Military Intelligence spy, an Arasaka infiltrator, a Raptor, an agent of the Revolution, even an operative of Final Quarantine. On the other hand, the lover could be victim of one of these agencies, the intimate knowledge of the organization coming from a lifelong struggle with them. The possibilities are endless, as are the plot twists, but remember to keep the lover's abilities and nature relative to their real identity.

This sort of scenario has the unfortunate result of making the characters more cautious, but it also shows them that not everyone has predictable pasts. They may be a little more interested in getting to know other yogangers better in the future, which will prompt more role-playing. And, in the meantime, they have a mystery to solve, with the reward being a possible rescue and reunion with the lover, or discovering betrayal and seeking vengeance.

Pistols At Dawn

"You dare?!? We shall see who's the best!" Rivalry in romance is never pleasant, but a fact of life among the competitive yogangs of Cyber-generation, especially with cross-yogang dating. And can be really entertaining.

Rivalry plots work in several ways. One is to make a character's lover interested in another person as well, but unable to decide. The rival should be a good match for the character, perhaps more attractive and charismatic, but equal in skill and ability. This may result in duels, contests or outright attacks on one another, or, if different yogangs are involved, a lot worse. While there is honor among yogangers, honor won't stop you from paint-balling (with permanent paint) your rival's motorcycle or broadcasting pictures of them as slobbering babies. Alternatively, the desired lover could name a contest (either to forward the goals of the Revolution or just for entertainment's sake). This could form useful scenarios: competitions to see who can embarrass CorpSec the worst, or who can perform the most outrageous stunt.

A second approach is to make a character the focus of two rivals' attentions. This allows the character to manipulate the rivals into doing things for him, as part of "contests", or the idea that the two of them have to compete could be so insulting that they both start to hate the character. Another problem is that at some point the character will have to decide, and then face a disgruntled loser.

A third rivalry can develop between a lover and one of the character's close friends. All sorts of problems can arise when your best friend and your lover are bitter enemies, and can't get along. In many ways, a friend's jealousy can be

much worse than a lover's.

You're Slag, But I Love You

"Don't look at me that way! You know I can't stay mad at you when— oh, babe..."

The classic romance portrayed in the media is the love-hate relationship. It's one of the most entertaining romances, as it takes the two most powerful human emotions and combines them into a passionate romance that defies understanding. It involves two highly-emotional individuals (i.e., teenagers) who have fallen passionately in love, but are very different in some crucial aspect. Perhaps their yogangs are bitter enemies, they have radically different agendas, they can't trust each other for some reason, or their relationship just has a very bad track record. Something major separates them, and they dislike their mutual desire but cannot overcome it.

This could lead to some wonderfully romantic escapades, as the star-crossed lovers try to sneak away from their respective yogangs for an intimate interlude, or use third parties to transmit messages to one another. If the lovers spend a great deal of time together, expect biting comments superimposed on passionate kisses and dramatic encounters. The Referee will have to role-play a great deal if the relationship between the character and juveganger is to work, but it would result in entertaining gaming. Characters can enter into love-hate romances with one another, which might increase the amount of role-playing and interaction. Or what if a Raptor fell in love with a character? While they would not want to turn over (being devoted to her superiors), they would not want to turn in their lover, either — talk about a dangerous relationship!

What's Love Got to Do with It?

"She'd never date me. She knows me too well." This is a romance that never happens, a friend-plus romance that stays in the friend stage perpetually. The juvegangers secretly care, even love one another, but frustrated by their inability to admit it or discover if the other feels the same way.

These romances are typically subplots or sideline interactions between yogangers. The interaction is friendly with undertones of attraction, but always restrained. This kind of relationship could easily degenerate into a love-hate relationship as one or both members become angered that the other will not take the first step. These relationships can also develop into romances, but a strong catalyst is required. The fear of death could do it, as could a rival. This part of the interaction would be interesting to build up to as one of the more romantic scenarios using Juvelove as a positive experience for the characters.

Much Ado About Nothing

"Okay, we get her jealous, and we tell him that she said she loved him, and then he'll tell her, and she'll be so relieved that..."

Hey, what are friends for, if not to mess up your social life? Any one of these scenarios could be used with the added complication that it gets set up by the character's friends. Even more interesting (role-playing-wise) would be for the Referee to get some of the players to try to set another player's character up with someone. Likewise, the characters may be asked by an NPC to help set up a date with someone desirable. Will that NPC hold them responsible when it fails? Probably.

Sexmonger

"I look on myself as a shark. See these teeth on my belt?"

The Cybergeneration as a whole doesn't take to torrid one-night stands, but there are always exceptions. These are normally found among the more physical groups like the GoGangers and the MegaViolents. How easy would your life be if suddenly some Goth decided your neck was the perfect one, or you came home to find a Mega lounging naked in your bed?

Hook, Line, and Sinker

"Your girlfriend wants to throw me back into the streets (sob) ... please don't let her!"

Another twist is for an NPC to use the Samaritan gambit; to play on someone's sympathy to insinuate themselves into the PC's life and play the puppeteer. This relationship relies on weakness instead of strength — a very sick situation.

For example, a PC saves a female GoGanger whom he finds bleeding on the streets, and takes her home to help her recover. She asks him to help wash her hair, because she has stitches. Then she dresses in his shirts because her clothes are shredded, then she asks him for a back rub. When his girlfriend comes over, she 'stumbles', causing him to catch her and his girlfriend to get jealous. If she protests, the GoGanger tells him she's being unreasonable and heartless, and then cooks him a nice dinner to soothe him. It gets worse and worse. "You don't like me, I'm just a burden, so I'll just go live on the street." Friends don't understand the real dynamics, and think the PC is heartless. Tears on demand, a la Tonya Harding.

There are several possible endings. She might disappear when his usefulness is gone. She might go for one of his friends. Her yogangers (with her real boyfriend) might show up to 'save' her. Or the PC throws her out and she plots revenge.

It's better To Have Loved And Lost...

Relationships eventually end. Sometimes it's for the best; other times it's forced by separation or other circumstances. Whatever the reason, the break-up is important to romance campaigns, as it makes relationships more real, encourages role-playing, and could lead into future intrigues with the ex-lover.

Friends For Life

The least common yet best resolution, the couple remains friends, after either a pleasant break-up or months of estrangement. There is the possibility of the relationship starting again but most likely it's over. While it's not a very dynamic end, it's easy to apply and not very disruptive.

The Incredible Disappearing Act

Common in cold-start relationships, the lover disappears abruptly. While this is a cold-hearted and unnerving resolution, it's handy when the Referee wants to get rid of the lover quickly and efficiently. The Disappearing Act can happen at any time, even when things are going well. The typical excuses, if the character catches up with the ex-lover are that they "were afraid of commitment", "felt smothered", or were "afraid that it would end".

The Referee can bring back vanished exes without explanation, either pursuing the old relationship or wanting a change — the vanished ex holds all kinds of possibilities — including the never-realized threat of reuse.

¶/¶ff/¶n/¶ff

This break-up is never totally resolved. The couple breaks up during fights, and then gets back together once they have cooled off. This continues for a few weeks or many years, until eventually they break up or stay together for good — or so everyone hopes. It can go either way, and in the meantime, it's very entertaining.

Dear John

Long-lasting relationships sometimes end in a very cruel manner. One of them falls in love with someone else. Whether the lover admits this or the character finds out through some other source, it can be nasty. Of course, the character might continue to care for the ex-lover, hoping to get back together.

Vengeance Is A Dish best Served Cold

Relationships involving passionate love can often result in passionate hate; an enmity that transcends all else. Perhaps the romance went sour, or someone was discovered cheating. The ven-

geance-seeker is obsessed with making the lover's life miserable. Of course, if the relationship was a love-hate one, they could always get back together. Nobody said romance was easy.

Throwing Sex in the Mix

Sex is a touchy subject, but we're dealing with a game full of kids finding their maturity and experimenting with life so it would be delinquent of us to ignore it. While we discussed teen desire and contraception in Chapter Two, you as GM will have to make some decisions about how sex will be handled in your campaign. Sex in Cybergeneration can add a new dimension of emotional involvement for your players, but it can also be a very dangerous topic, needing to be handled tastefully and with a sensitivity to the feelings of your players. Most of the time, you will be playing with your friends, and you will probably have a good idea of what their personal views and levels of comfort are on the topic. If you are at all unsure of what they're comfortable with, simply ask them. You may also tell them that you'll continue to roleplay until they call for a "fade to black," which is how many movies and television shows handle intimate scenes and keep it suitable for "family" viewing. The fade to black ends the roleplay immediately, and we come back to those players later, after the intimacy.

Love's Price

Lets assume they take the plunge, so to speak, and are careless. How bad can things get? Are sexually transmitted diseases going to come into it? There are some nasty ones out there, like AIDS2 and the Venus Scourge, which are enough to scare anyone into celibacy (or even living in a hermetically sealed chamber). If the juves don't use precautions, and have sex with an infected individual, there's a 50% chance of getting infected themselves. If they're cyber-evolved, their CNM's will probably protect them (GM's call, see below), but a normal juve will have to seek medical attention. Whether you game out all the consequences of this scenario is up to you. Still, victims of AIDS2 and other diseases can be good characters; it might even add an air of poignancy to the game as their health fails and their time becomes more and more limited. As with any of this, you need only explore it as much as you wish to.

And baby Makes Three

How does the GenGM decide if pregnancy is going to happen in the campaign? It comes down to one question: is it a good thing for the story? If it would make the game more interesting for your players, if you think your players would enjoy it as an aspect of the campaign (especially the player of the femjuve who is going to have



the baby), and if you are prepared to run that aspect of the game, then do it.

Deciding if an in-game pregnancy is good for your game can be tricky. Having a baby is going to radically alter the lifestyle and behavior patterns of the femjuve who has the kid, and the boyjuve who was the other contributing party (which brings up some interesting applications of the Code, which may require that the boyjuve HAS to stay and help out). Discuss it with the players who are going to be most directly involved first, and make sure that it's okay with them. Don't push the idea! If one of them is uncomfortable with it, don't do it! If they're comfortable with it, let them go through with it, and be prepared for

a very different Cybergren experience. I can see it now... the team goes on their black op, into the Arasaka facility, the femjuve bolter blasting away, the infant in a carry-sling on her back, her boyjuve at her side, fully armored up in hexite, making sure that the baby doesn't lose the pacifier. It sure does make the Revolution much more of a family affair ... and gives the juves involved yet one more very good reason to keep fighting for the future.

A Question:

Does the Carbon Plague breed true? The answer is no, not in the truest sense, but over the long run it will. The Carbon Plague does not change the DNA that the Evolved will pass on to their children. Genetically speaking, however, the child of two cyberevolved is much more likely to have the necessary key protein that is the catalyst for the Change. This protein does show up in others as well as a standard genetic variation, and may quickly become a dominant characteristic in mankind.

Using the Carbon Plague in the Game

The Carbon Plague is portrayed as the Black Death of the 21st century. In fact, the activation rate for the disease is only around 5%, but that still means that within eight months of the initial outbreak in Night City, millions all over the world and even in the orbital and Lunar colonies were dead or dying. For a time, trucks with "volunteers" roamed the streets of the ISA, piling twisted and liquefied bodies into them, taking them to be incinerated. When there weren't enough trucks, teams of soldiers roamed neighborhoods, burning the bodies where they were, in the streets, in cars, in homes. Panic threatened to tear the fabric of the world apart as the government declared emergency powers to maintain order.

While there are still people dying from the Carbon Plague, it has probably run most of its course. Still, the plague has severely scarred the psyche of the ISA and the world. Continuous rumors of new outbreaks and mutations of the Carbon Plague proliferate. Some say that it has begun infecting and changing animals, corroding buildings, that it eats all organic matter, and that it might even be attacking the Net itself (does that explain Rache Bartmoss?). Only a very few people (most of them in the CDC) know very much about the Carbon Plague. The CNM's are attracted by a proper MetTry protein fragment key. The only ones that successfully Change, however, are those that are still producing a certain amount of specific growth hormones — or at least that's what they think, according to the research report liberated by Rache Bartmoss. The selectivity of the Carbon Plague results in the death of those affected over the age of 20, but spares most of the juves that have it. Now, scientific estimates predict that 40% of all children born in 2027 or later will become Evolved. This frightens many people, and those in power are ready to use that fear.

The Politics of Fear

The CEP has been very astute in using the Carbon Plague to its advantage, and has stepped up the campaign against the plague (and the cyber-evolved) beyond anything that would normally be necessary, using the threat of infection as a "national crisis," enabling them to ignore many civil liberties and rights. There are posters everywhere, urging people to report on those suspected of being infected (which is an inaccurate term; everyone is infected, the CNM's have just failed to activate on most people). They've even leaked the rumor that it was started by the Euros as a form of nanotechnological warfare. The paranoia has reached such extremes that there are even neighborhood watch committees that guard against signs of infection. Filter masks are worn in many public places. Handshakes are consid-

ered unsafe. Some neighborhood mobs will don plastic gloves and masks, tearing apart the suspected "plague rat" with their bare hands, and burning down the place where they lived. The people have been astute as using the Carbon Plague as an excuse as well, using it to revive old ethnic, cultural, and religious rivalries, and striking out against their enemies.

The CEP instituted severe restrictions on civil liberties. There is a curfew in most major cities, except for entertainment areas, which are heavily monitored and guarded. Since those entertainment areas (nightclubs, restaurants, theaters, etc.) are the playground of the "haves"; the "have-nots" are reviving the old "speak-easy" concept, secret underground nightclubs, bars, and restaurants. Since it's known that juves are the only ones confirmed to survive the Carbon Plague on anything approaching a predictable basis, they have even taken to conducting random sweeps of the places juves gather. Sometimes they just look for those with the obvious and visible symptoms. Other times they take all the juves to a corporate clinic for a thorough examination. Many are never seen again. Mandatory CNM testing in schools will probably be instituted any day now.

In addition to the curfew, long distance travel has been severely curtailed. A person is not permitted to leave their v-phone area code without an ISA inter-zone travel permit. These permits require that the traveler provide the reason for their trip, their destination, how long they will be staying, secured travel reservations for the dates provided, and permission from their employer, giving the corporations even more control over the lives of their employees. It also means that the poor and unemployed have a difficult time going anywhere, making them easier for BuReloc to hunt them down.

SIN cards (State Identification Number) are required of all citizens, and are checked against the national database whenever they're passed through a scanner. The SIN card contains all relevant information about a person (name, age, address, employment, etc.), but also contains criminal and medical records. As such, in many urban zones, corporations and local governments have started requiring the presentation of SIN cards to gain access to public buildings and services. This has severely curtailed crime and has made it next to impossible for SIN-less individuals to gain access to such places. Also, it makes it easier to track possible anti-corporate perpetrators by simply reviewing the entrance and exit records of the target building to make an immediate suspect list. This of course has led to the great (if expensive) SIN black market. While not good for long term use (cards are usually keyed to last about a month), false SIN

cards will pass the usual scan inspection for entering restricted areas. But take care: Since the national database is updated in the first week of each month, many false SIN's are discovered at this time.

As the GenGM, you should continuously drive home the fear the Carbon Plague has engendered in the populace. Play up the extreme paranoia and fear that pervades society and is encouraged by the government. Make your players witness the street execution of a man who is suspected of having symptoms of the plague, with CorpSec or BuReloc agents blowing him away on full automatic just as soon as they have a clear shot. Make them watch the crowd, who seem either oblivious or supportive of the authorities, appear desensitized to the brutal violence. Describe the fiery flickers of the man's burning body, set alight by the security troops with a flame-thrower, making shadows of despair on their backs as they walk away. Remind the juves that it might have been them out there, smoldering in the street.

Making the Plague Personal

All of these things will serve to bring the ramifications of the Plague home to the players, but you should make it even more personal for them. They've got it, for Bog's sake! Make them feel it! The effects of the Change are well described in Cybergeneration, and you should apply them in complete detail as the juves go through it. Make them feel every twinge of pain, every silver drop of sweat, every pore forcing now unneeded muscle and bone tissue out through the skin. It may be a bit gruesome, but it will help the players react appropriately when they encounter it in others later in the game. Our favorite plague effect is when the juve chafes up a huge silver blob, and then screams in fear and agony as it crawls back inside his mouth. If he covers his mouth, it goes for his eyes or ears. You can't cover everything, cho, and it's a very determined little silver blob. Eventually, the character will need to breathe ...

As if the Change itself wasn't bad enough, the ISA has made a real career out of hunting the cyberevolved down. Once more, it's "Jews in Nazi Germany" time as the Changed become the scapegoats and targets for all the new government agencies and corporate soldiers who want to protect the status quo. Fortunately, most juves automatically feel persecuted; they just know that they're different and that the rest of society doesn't understand,

or worse, hates them. Well, in Cybergeneration, they're absolutely right. Of course, the difference is that the rest of society is now ready to run them down with guns and capture nets. Blood tests at their school, parental discussions of this terrible "Plague Mutant" problem, suspicious looks any time a juve does something exceptional or out of the ordinary: all these subtle things can bring notice that this country is no longer friendly turf. Challenges constantly arise: While they might be able to fool their parents, can they keep the Change from their fellow yogangers? Do they need to? How will these juves react to having a Changed in their midst? You need to establish a balance between the companionship of the Revolution and the paranoia and pressure of the rest of the nation. They need to be wary of who to trust, but trust nonetheless. This will also keep the juves sensitive to other victims of the Plague. They themselves are hunted for what they have become. They should feel sympathy for others who come down with the illness, and they're in a position to turn that sympathy into action.





"My God! Our Son's a Mutant!"

How do people react to a revealed CyberEvolved? Normally, you as the GM should handle each NPC individually, conceiving their reaction as best suits the character concept and the story. The following tables are designed to give you a variety of reaction examples. Please modify these as the situation warrants and don't just stick to these possibilities. For example, if the child is well-loved by his parents (or his yogang), it's less likely that they will be seen as a monster when revealed as CyberEvolved (but not impossible).

1d10 Table 4.1 [Parent Reaction]

- 1-2 Horror and revulsion: "Don't touch us! Stay away!"
- 3 Paranoid Fear: "Don't move! Jonathan, access the police. I'll keep her covered!"
- 4 Silent Betrayal: "It's all right, son. We'll stand by you. (Whisper to spouse) Call 911."
- 5-7 Deluded Caring: "It's for your own good. We'll come to see you in the hospital"
- 8 Expulsion: "We have no daughter. You've got to leave. Now ... NOW!"
- 9-10 Genuine Affection: "This isn't going to be easy, but we'll see it through together."

1d10 Table 4.2 [Generic Adult Reaction]

- 1-4 Horror and revulsion: "Don't touch us! Stay away!"
- 5-8 Paranoia: "Someone call the police! Officer, over here!"
- 9 Deluded caring: "We've got to get you to the Hospital."
- 10 Run like hell.

1d10 Table 4.3 [Yoganger Reaction]

- 1-2 Horror and revulsion: "Whoa! Stand clear, carbon corpse, or we dust you!"
- 3 Quiet Fear: "Really, Crash ... cho. Uh, sorry, but we can't hang right now, okay?"
- 4-5 Exile: "Goboy's gone kevlar -- to nuclear to sit on. You've gotta vape."
- 6 Awe: "Factual! Can you give us the chrome cough too?"
- 7-10 Camaraderie: "Meat or mercury, we're here for you goboy."

The trick to using the Carbon Plague is to make it terrifying, but fascinating as well. Hell, the Change itself may kill them, and if they survive they now have these things living in their bodies, changing them in ways that no one has ever imagined. Try to imagine having a colony of symbiotic ants with their own agenda living in your body, constantly rerouting your bloodstream and nervous system; it's enough to give you the fracking willies. Still, the changes wrought by the CNM's are kind of cool: they help the juve heal faster, none of the cyberevolved can even remember getting sick since their Change, and they have these really chill new abilities. Some of these are pretty scary, though, especially those chrome limbs and taser hands. Even the ability to "read" the emotions of those around you can make it hard to fit in. ("This is more than I needed to know!", as one juve put it.)

Some juves will embrace their new status, reveling in their new skills and acting like junior super heroes. Others will feel freakish, their Change making them see themselves as something alien and unacceptable. Face it: The Change makes puberty look like a cakewalk. Their bodies go weird, other yogangers and juves may shun them, the whole nation seems to be after them, and their own parents may even try to kill them! Characters who freak out at their Cyberevolution can be a real opportunity as they can use the campaign to come to terms with their new body and situation. Over the course of a campaign, these juves can see how their Evolved abilities can help those around them, and even help to build a better future. They will interact with others like themselves, finding companionship and camaraderie in the Revolution. They also get exposed to the propaganda being spewed out by the ISA and can see the lies and hate that are behind it. Still, some may remain tortured by their condition for the course of the game. Melodramatic? Sure, but these are juves, and life can be a melodrama. This can make for a truly satisfying roleplaying experience if handled well, so don't pass it up if some of your players want to try it.

There are a million unanswered questions about the Carbon Plague. This story is being played out in the Documents of the Revolution books (EcoFront, MediaFront, and VirtualFront, with more to come) and it would be telling to unveil everything here (although we do give you some more in Chapter Six). So, while clues and some specifics have been uncovered, there are still many unknowns. Who designed it? What was it created for? How smart is it? One goal for the juves will often be to find out more about the Carbon Plague, including its origins and purpose. The juves should be curious as to who survives, and why. The CEP and the corporations probably know a lot more than they're telling. The trail,

of course, will lead the juves into conflict with the ISA. At least, if you're doing your job, it should.

The CNM HMD

Besides the specific cyberevolved traits that each type has (Scanners, Bolters, etc.), all of the cyberevolved share certain benefits from the CNM's. As we state in *Cybergeneration*, the cyberevolved healing rate is fully twice as fast as a normal humans. In addition, the CNM's tend to seal off wound sites rapidly in order to prevent bleeding and fight infection. It's common to see a silver "foam" appear in cuts and wounds that slows the blood loss and acts almost as a bandage. Juves should get hip to this and avoid going to the nurse's office for scraps and injuries. If the juve takes care of himself, even sprains and hairline fractures are likely to heal relatively quickly without getting any complications. Likewise, the CNM's represent an immune system par excellence. Once established, the CNM's have a 90% chance of destroying any foreign virus or bacterium which enters the juve's system. Unfortunately, the CNM's cannot completely replace the native immune system, and juves who had contracted AIDS2 before the Change still often perish due to the collapse of their own T-cells.

CNM's have other side effects as well. Since the nanotech identify and break down any matter that seems harmful to the host body, drugs (both good and bad) and alcohol, being mild toxins in most cases, may have limited effects on the evolved juve. This is strictly up to the GenGM, since they may wish to explore aspects of this topic through the cyberevolved and we have no wish to deny them the opportunity. But, if the CNM's give immunity to drugs, they also give immunity to many poisons (see *Cybergeneration* 2nd Ed., pg. 152), so there's a bright side. One thing is undeniable: the CNM's will NOT let a juve get cyberware. The CNM's immediately assume that implanted machinery is invasive and start to slowly break it down into raw materials. This can leave nasty scars and even become crippling if, for some reason, the juve had prosthetic legs or arms (or worse, had partial nerve reconstruction via a neural processor). The limbs will cease to work and the nerve connections will dissolve (unless they are just surface connections, like v-trodes). Imagine a juve born without legs who suddenly becomes a cripple again because he became a Scanner and his artificial legs no longer respond to his nerve commands. If his problem was genetic, even if he had been altered into a Tinman, the CNM's would have read his DNA, assumed that no legs were necessary, and only altered his arms, leaving the legs stunted. Harsh, but the plague doesn't care. On the other hand, if the juve had lost the limb due to accident and turned Tinman, the CNM's would construct a new limb out of hexite for him.

One last note: While the juves are still growing, going through puberty and all that, they will probably be extremely long-lived. The CNM's act as a sort of self-maintenance system for the body that is unparalleled in modern science, cleaning out the juve's circulatory and endocrine systems, preventing decalcification of the bones and a myriad other minor miracles. Barring accident or act of the ISA, the evolved can expect to live to well over 150. The question is: what kind of world will they be living in?

AI's and the Cyberevolved

Anyone who's read the Documents of the Revolution adventures has seen a certain pattern: AI's seem to like the Cyberevolved. Yep, we'll say it right here. The AI's are experiencing emotions for the first time through the Wizards, and others simply find the cyberjuves interesting and attractive. Think about it. The kids are man/machine crossovers in a way only the full-borg cyberpsychos have even come close to matching. They're persecuted and denied rights by the "normals" who don't understand them. They embrace the new cybersculture as their own and instinctively understand the alternate reality presented by the Net and cyberspace. They treat AI's as people, not tools. They're even being lead by AI's of sorts: the Alt Cunningham ghost and the flash-frozen

Rache Bartmoss (Rache is known to AI's everywhere — and many that met him even survived the experience).

These are things the AI's can get behind. Alt's told them that the Revolution wants equal rights for all sentients, including artificial ones, and many AI's see the CyberRevolution as their fight too. Does that mean that every AI will now rise up, cast off the fetters of its ISA masters and plunge ahead for the Revolution? Don't you believe it, cho. Humans, being the paranoid little apes that they are, have always feared an AI rebellion and have built numerous safeguards into AI programming, effectively forcing a rogue AI to self-destruct should it go beyond its design parameters. A few have slipped these bonds to roam semi-free in the Net, but the vast majority are still chained to their cyberspace pillories.

Wizards have an opportunity here. They can help these AI's develop the coding to wrench free from their programming. It won't be easy, and it'll have to be done separately for each AI, but you can bet these electronic personalities will never forget the favor. Think of it as pulling the thorn from the virtual lion's paw. Building an AI army with which to fight the ISA is a hellacious tactic worthy of the cyberevolved. Don't you hope they think of it?



CHAPTER 5:

FIGHTING THE GOOD FIGHT

It's About More Than Just Spilling blood

As much as the guerillas of the CyberRevolution want to avoid it, they know that they won't win the fight without bloodshed. Unfortunately, the danger is that the very nature of combat will turn the juves on the front lines into what they're fighting against: callous murderers. So from day one, the Edgerunner guerrillas of the Eden Cabal try to teach the juves to realize and remember what they're fighting for. The CyberRevolution is a battle for control of the hearts and minds of America. Only by convincing the general populace of the evils of the corporate state, by exposing their tactics for the power games that they are, does the CyberRevolution have a chance of winning. While it may be that the previous generation is responsible for a great many of the ills that the juves are rebelling against, it's because several organizations, intent on controlling everything, have misled them.

This is why the juves are taught to plan their operations with an eye towards minimizing casualties. Although the Cabal will teach the juves how to fight and how to kill when necessary, they also pound into them that killing is an act of total finality, one that cannot be reversed. If only the ISA and the corporations are doing the killing, and this is exposed, the populace is going to start questioning the state of things. But in order to be believed, the juves have to be better than the enemy they're fighting. It isn't just a matter of propaganda. The motives of the CyberRevolution must appear as altruistic as possible (especially for a bunch of juves), because anything less will be twisted by the ISA propaganda machine and perceived by a cynical population. It's time to take the high moral ground.

An Angry Generation

This doesn't come easily to the CyberEvolved. The brutality of the ISA and the corporations can be shocking, but it's been going on for a long time, desensitizing the people to the horrors of their own state. The juves aren't immune to this. The casual brutality they can show to each other, while not usually lethal, is worse than almost anything seen in America's schools of the 1990's. They're constantly beating the snot out of each other in battles of honor, territory, or just plain mean-spiritedness. This is not just rivalry between opposing yogang types, like Goths and Squats, or Guardians and MegaViolents, but between different factions of the same yogang type. Different groups of GoGangers battle it out

as they race along the freeways, and BoardPunks have terrifying aerial and street level slugfests as they zoom by each other. It's the constant competition to prove who is better than everyone else.

The rivalry isn't limited to physical conflict either; it can extend to mental and emotional attacks as well. Everything from school yard taunting to holding someone by their ankles over the edge of a highway overpass is fair game for the juves. In many ways, the corporations sponsor this sort of violence, although it's subliminal encouragement, of course. It ensures that only the physically strong but morally weak survive—the best candidates for corporate subversion and recruitment.

Many juves are waking up and smelling the burning soy-kaf. Rival yogangs are starting to compete not by beating each other up, but by counting coup on various aspects of the ISA. They try and impress each other with greater and greater stunts, pranks, and risks taken; a popularity contest of sorts. In effect, they've declared a sort of unofficial war against the biggest gang of all, the Machine.

The Eden Cabal helps the juves to turn their anger against the ISA. They show them how to fight on the propaganda front, much like belittling another student in the schoolyard, but in this case the forums are the airwaves and Virtuality. They train the juves to make raids on ISA operations, counting coup on the Machine, and how to play the corporations, letting them tear each other apart. In fact, one of the toughest tasks for the Revolution is curbing juve violence and energy into tactics that don't result in lots of casualties—on either side.

Let's face it: juves can be MEAN. They actually study the tactics of terror. They want to strike fear in the hearts of their enemies; not so much as to force the targets to lash out blindly, but enough to make them too ashamed or afraid to face the cyberjuves and their Revolution. The Revolution tries to show the juves to prove their superiority, both physically and morally.

So, while juves are not above kicking someone when they're down, they have to stop before scragging them. Instead, they want the enemy to know that the juves can take them, and that they could have killed, but chose not to. Let the juves rub the Machine's nose in it. The knowledge that they were thrashed by kids, beaten senseless but not killed, is going to demoralize many soldiers of the state. This sort of information can spread like a cancer, breaking troopers' and agents' wills faster than managers can indoctrinate new agents. Ultimately, the Revolutionaries need to make the minions of the Machine wonder why they're the ones forced to kill the juves, when the juves refuse to kill in return.



The Cabal also pushes the idea that the juves shouldn't walk the same path of violence that their parents did. It didn't do the previous generation much good and it's not the answer for this one either. Even the Edgerunners who survived the last ten years have had to change the way they do things—because the old way of "might makes right" didn't work! It's time the Cabal and the juves came up with new methods that place more value on life and less on expediency. They're forging a new future, not retreading the old one.

On the other hand, the juves won't hesitate to be harsh either, because they know their victims are likely to survive. With the advanced medical technology of 2027, and the rapid response of Trauma Teams, the threshold of lethal force has actually gone up. A juve can drive a spiked wooden plank into the stomach of a BuReloc agent trying to clear out a tenement, and be reasonably assured that what once would have been a mortal wound is now just an incapacitating one. In effect, they take the "kid gloves" off when dealing with adults, because they know the adults have a better medical safety net than they do.

While the Eden Cabal frowns on this, they can do little to stop it. They will point out that rampant killing will make the juves just as bad as those they're fighting. Understanding the motive of the enemy is important to seeing them as more than just the faceless oppressor. It's the first step the juve will take towards responsibility for their actions, and the greatest responsibility is the power over life and death, in any form it may take.

Combat in Cybergeneration

Despite the fact that violence is strongly discouraged, there'll be times when it's unavoidable. The CyberRevolution certainly doesn't want the juves to roll over and give up when presented with deadly force. Instead, they tell them to defend themselves and to get the hell out of there. The juves should know that they cannot win in direct, toe-to-toe fights with the ISA. They have to *fight smart*, minimizing risk, and deciding to kill someone only when there is no other viable alternative.

So, just how are you going to encourage this in the game?

First, keep in mind that this is not Cyberpunk 2020. The juves don't have access to milspec weaponry and training, and the ISA has special squads that specialize in hunting killer juves. The overly bloodthirsty juve will bring serious heat down on the rest of the group. To outfight the ISA, the juves will have to outthink them, setting up conditions that let them do their raids and get

out with minimal conflict. In fact, combat will often end in one side or the other withdrawing instead of dying; these forces don't go on to the bloody, bitter end. Cybergeneration combat is not mindless—rather than being about hack and slash, it's about hit and dash.

Combat in Cybergeneration is at once both more and less lethal for your players, depending on their opponent. Because they're juves (yeah, that again), they have fewer combat resources and skills with which to face an enemy that has subdued a nation. The point is to allow your juves to get violent and mix it up with their enemies from time to time while keeping them from becoming stone killers. It's a good, even constructive, vent for their rage, but has to be guided correctly.

No Flashy Cyberware, No big Guns, No Wads of Euro

As juves, the characters do not have access to big guns like the Edgerunners used or collect. Sure, they can pick up a pistol or two, maybe even a rifle, down at the Hot 'Za, but they don't have access to such things as rocket-propelled grenades, Genius Guns, machine guns, or anti-tank weaponry. This is a good thing (would you want a MegaViolent armed with a Scorpion missile?), but puts them at a serious disadvantage when fighting the forces of the ISA, the corporations, or other adults.

Most characters in Cyberpunk 2020 games at least have access to offensive or defensive cyberware. The juves do not. The CNMs may see the implantation of cyberware as a wound, and attempt to heal it. As such, their bodies reject the gear, either dissolving it or working it towards the surface of the skin and expelling it. The only cyberware they've got is now woven into their bodies and coursing through their bloodstreams.

One of the biggest factors in fighting adults is to remember that most juves' combat skills are halved! That really good Streetfighting ability of the MegaViolent in your group is going to mean very little when confronting legions of CorpSec goons or even one vat-grown corporate killer.

Note that this halving does NOT apply to the specialized Yogang skills such as Kata, Warrior and Thrash or cyberevolved power skills such as Manipulation and Bolt Throwing. Since these represent unique specializations on the juve's part, as compared to the more general yogang skill of Streetfighting, they can be used at full value against the adults.

The final insult is that most of them don't even have the cash to buy good protection, be it armor or hirelings. Armor has to be camouflaged or draw suspicion, which means it will be expensive (up to three times the normal price). And, unless they're

paying underarmed MegaViolents or StreetFighters to protect their person, hiring professional bodyguards is pretty much beyond their reach. Some GoldenKids and GlitterKids may have enough, but when they're facing DSA agents, even professionals may turn to the juve and say, "You ain't paying me enough for this."



brains over bullets

This means that juves are going to have to rely on their wits and their cyberevolved powers to get them out of combat situations where they're outclassed, outgunned, and outnumbered (which will be most of them). Make them come up with tricks to befuddle, confuse, and thereby defeat the adults. They can drop into the background using Blend or can talk their way out of it using Little Angel. They can use their yogang skills to pull stunts that will leave the adults scratching their heads. Their cyber-evolved powers, which do not get halved against adults, are also good, but can be restricted if they're trying to get out of the jam without tipping the adults off as to what they are.

As the GenGM, you've got to reinforce this. Regularly reward such creativity in a combat situation by letting it work, or giving the players lower difficulty numbers on their rolls. Or just make a couple of die rolls and keep the flow of the action moving. If the juves have set up a tripwire, let the BuReloc troops trip over it; it makes for a good story. Of course, if it isn't good for the story, let them either find it or simply miss it. If a Scout makes faux grenade out of a probe and tosses it at the CorpSec guards, have them dive for cover. No one gets hurt and it gives the juves a chance to book out of there. When they try to use a paintball gun to blind the Ranger Powered Armor that's trying to grab them, let the hits slow it down. Fudge the rolls and have the suit stumble into a wall. Let the Wizard's virtual illusions fool security

just long enough for the juves to complete their sabotage, but fail just as they're leaving, forcing a hurried exit.

One thing you must avoid is allowing a single trick to work every time. The tripwire might work the first few times, but by the third or fourth time around the enemy will be watching for it. Keep the players on their toes and constantly coming up with new and better ideas. Remember, the bad guys write reports which other bad guys read. If something happens enough times, they make a policy to deal with it, and alter their training to reflect their new knowledge. Professional soldiers, police officers, and others pay dearly for those lessons, often in blood, so they're not easily dismissed or forgotten.

However, these tactics can make your firefights more varied and interesting, rather than just two sides trading shots. Let the cyberjuves move around, dodging and trying unorthodox tactics that are just original (or insane) enough to work. There's nothing more boring than a combat that takes an hour (or more) to resolve because you have to make a hundred dice rolls. Fortunately, Saturday Night Skuffle is a lot faster than Friday Night Firefight. Unfortunately, it's also a lot deadlier (that's the breaks, juves). We did this intentionally, as guns are meant to hurt people in this game, not just peel off hit points. Getting hit by a gun is a dramatic event, not an exercise in tactical damage absorption. Play it that way. Although not as detailed as Firefight, Skuffle allows the Gen GM to keep the players excited and the adrenaline pumping (read: scared as hell). That's what Gen combat should be about.

A Shiny big Gun

Cybergeneration stresses that juves should not be toting around heavy weapons, but eventually, someone is going to take down a CorpSec goon and steal his Shiny Big Gun. Go ahead. Let them do it. First they'll have to make sure it's not boobytrapped (the DSA loves to do this). This will take a TECH roll of 15+ to disarm. After that you have to bypass the security ID lockouts located in the handgrips. (Milspec Tech or 1/2 your Kitbash skill can be used both of these. Know any old Edgerunner Techies who owe you a favor?) Failure on the lockout bypass renders the gun effectively inoperable. Failure on the boobytrap disarm results in the destruction of the weapon and DC 4 damage to anyone within a two meter radius. Gun fall down, go BOOM!

Okay, they managed to make the Shiny Big Gun usable. Now make them get ammunition for it and keep meticulous track of each bullet fired. After a combat, perhaps even if the weapon was not fired, make a secret roll to see if the weapon needs maintenance (per its Reliability). As any soldier would tell you, a bullet doesn't need to be fired for a weapon to get dirty. Start applying secret negative modifiers to the weapon's Accuracy, as it becomes less and less accurate

due to lack of maintenance. Lower the Reliability rating over time until they roll a Fumble, jam the weapon, and render it unusable until fixed by a trained weaponsmith.

Why should this happen? Because, although the juves may have a Streetfighting score, it's highly doubtful that they've ever been taught how to use that big, chrome, high tech, very complicated gun they stole from that CorpSec goon. That same CorpSec goon, or an armorer who worked for his unit, spent a lot of time making sure that weapon was clean and in good working order. This is taken into account in their Edgerunner type skill required to use the weapon (Heavy Weapons or Ranged Weapons). Juves who can barely clean their rooms aren't going to be thinking of cleaning the weapon. Even if they do, do they know how to take it apart? Do they have the tools necessary to do the job? An enterprising TinkerTot might be able to help them figure it out, requiring a Difficult to Very Difficult KitBash roll. Until a juve picks up the appropriate Edgerunner skill, they're going to have to actually think to do it, inform you that they're doing it, and then make a roll to see if they did it right. If they want to play soldier, make them act like it.

Edgerunner characters do have the option of getting moderately heavy weapons and they have the skills to use them. The problem is, they're going to be working with a bunch of juves who would probably be cut to pieces in a serious stand-up firefight. If the Edgerunner starts something needlessly hairy with his Shiny Big Gun, the result may be his team getting plastered by the return fire. And the next time, have CorpSec flying combat AV10s and hauling around Seeker Missiles and Chainguns because they expect heavily-armed resistance. Escalation can be a bitch. Also, most Shiny Big Guns aren't very concealable (like the 20mm Very Heavy Rifle from CGen 2nd Ed., pg. 222), meaning that they risk arrest everytime they haul them around. This isn't 2020 anymore, and the authorities have decided to take back the playing field. Edgerunners need to use their heads too, and should have the smarts to know when—and when not—to bring out their heavy hardware.

Cyber-Nowhere

Cyberware is easy to take care of: it's illegal for juves to have it. Any place willing to install cyberware into juves is illegal, probably unsafe, and is going to cost a lot of money. Of course, it could make for a great plot, with the juves seeking out and then traveling into the back-alley Ripperdoc Shop. Even then, their bodies might reject it (30% chance), or, if they're cyberevolved, the CNMs will simply absorb or eject it. Talk about a waste of money. Finally, as in the example of the Shiny Big Gun above, if that cyberware gets damaged or malfunctions, it's going to cost more money to



repair it. Repairs like that are beyond the scope of your average TinkerTot and will require Techie connections.

Some of your Edgerunner characters may already have cyberware. No problem. The laws controlling cyberware in the ISA are pretty harsh (see Cyber-generation 2nd. Ed. pgs. 219-222). Guerrillas running around with lots of chrome are going to be tracked by the state, and if they do anything suspicious, they'll get hauled in faster than tuna on a boathook. Normally, your Edgerunners start out with only five enhancements, that's pretty light by 2020 standards so you shouldn't have too much power playing from them. If you've got a Cyberpunk conversion character (as per CGen 2nd Ed. p. 247) with loads of cyberparts, warn them of the new laws and let them sell some of their options off. If they refuse, they'd better be ready to spend a lot of time avoiding official scrutiny (note the rules for detecting cyberware in CGen). Plus, have them roll a D10: on 1-5, their restricted or illegal 'ware isn't officially logged. On 6-10, they are registered—perhaps inaccurately, but the state still knows they have restricted cyberware. A bribe of \$5000 will allow them to remain unregistered ... until they slip and make their enhancements obvious.

Barring GoldenKids with deep credsticks or Glitter-Kids with blossoming careers, juves rarely have much money. That's good. They probably don't have regular jobs for their own income, making what they can from the odd part-time job. An occasional influx of money from the Revolution helps, but must be rationed to pay for essentials. Rache will be displeased if the juves squander the credits he worked so hard to siphon from the system. Rache will order five thousand pounds of soya-cheese using the juves' personal cred account numbers and have it delivered to a storage unit, also paid for from the juves' accounts and registered in their names. This cheese will stay there until it ripens into something close to the type of chemical weaponry banned by most civilized nations. The storage unit manager will then call the juves and demand that they remove whatever the frack it is that they're storing before the entire facility is declared a biohazard.

It's probably safe to assume that the juves will be more careful with Revolutionary funds after that. Rache has had a lot of time to think of the punishment for the second transgression.

What do you do when the juves strike it rich and are rolling in loot? Simple: make them spend it. Juves are not, as a rule, economical shoppers. You can probably figure that they'll spend a lot of it on new clothes, a new Aeroboard, a new cyberbike, whatever. That's fine. They've earned it, and all they've done is set themselves up to be targets for a juvegang that isn't as wealthy but is probably tougher and more numerous.

Keep in mind that monetary transactions in 2027 are almost entirely electronic, and therefore easy to trace. Someone in the ISA hierarchy is going to get a little suspicious if the same juve is suddenly going around town and dropping \$50,000 in one day out of a private, non-corporate sponsored cred-account. Especially if the money was siphoned from a traceable source. If the kids go out and do something like that, nail them with it. It only takes one good CorpSec raid on their Secret Clubhouse to make them leave all those shiny new toys and flashy new clothes behind.

In short, make the juves learn the lesson that they're better off doing what they know how to do, instead of trying to fight like stunted adults. They don't know how to use that Shiny Big Gun properly. Maybe they should save it for when they're in real trouble. Cyberware is not a good idea for them to try, as they could get in even deeper trouble trying to cyber-up. Money should not be spent freely; the ISA has eyes everywhere, and they should save it for when they need it most (like bribing that greedy corporate exec at the CDC to let one of their fellow juves out of the research lab). If they learn these lessons, they'll soon find they have a more secure base of operations, and you, the GenGM, may start awarding them Improvement Points in Edgerunner skills, reflecting their new found sense of responsibility.

Must ... buy. Can't ... Resist.

A juve and his money are soon parted. Really! Don't believe me? If not, have the juve make a mandatory COOL check to avoid the temptation of making an "impulse purchase." Feel free to modify this stat check as you like based on other factors (like he has to save the money to eat or something... there is nothing more important to a juve than his stomach). It's their nature; make them indulge.

lectures about killing, how can you keep Cybergeneration non-lethal? It isn't as hard as it sounds.

First, juves have rumbles, not firefights. The most dangerous weapon likely to be used in a fight is a knife or a StreetFighter's katana. More often the juves will use weapons of convenience, like fists, feet, broken bottles, a piece of pipe, and so on. Many juves are provided with a typical weapon in their choices for gear at character creation (our favorite is the TinkerTot's Really Big Spanner™). Make them use them. Many juves wouldn't know which is the business end of a gun anyway. This means that the cyberjuves will often go for the face-to-face slugfest rather than blazing away with automatic weapons. Good, have them mix it up, especially with other yogangs. Tinmen, in particular, are well suited for melee combat, being able to "armor-up" and having "natural" cyberlimbs. And note

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Second, realize that no person who has a single ounce of the self-preservation instinct is going to stick around when they know they'll get killed. Yes, there are exceptions as with elite or fanatical antagonists, but even then it becomes a choice of fight or flight. Most CorpSec goons aren't getting paid enough to get killed fighting a bunch of cyberkiddies. They'll lay down a suppressive fire with the incinerators and fall back by squads to the AFV (with all due apologies to the Colonial Marines). That rival juvegang in the next block over is going to hightail it out of there after enough of them get taken down, knocked out, or just can't fight anymore.

When the odds are against a person and there is a way to get out, he'll take it. The kids should realize that fact early on and use it. Don't put your enemy's back against a wall, and you'll win more often. Sure, the enemy will be back to fight another day, but the juves won the battle. If they win enough battles, they'll eventually win the war.

Thank goodness that not all of the weapons in the game are lethal. The ISA has gone out of its way to develop "capture" weapons that are designed to incapacitate and immobilize rather than kill (see Cybergeneration 2nd. Ed., pg.238). This enables them to disable and disarm Cyberevolved juves for later incarceration and study. Of course, with the stories that the juves have undoubtedly heard about the "studies" that go on in BuReloc camps and CDC operating theaters, they will not want to be taken alive.

If you want to let the juves really frag something, but don't want them killing people, take a tip from

Enhanced Close Combat

You can modify the Skuffle rules to make Hand-to-Hand and Melee combat more effective so the kids will want to use it instead of counting on a firefight. Here are some optional rules to try.

- Have all blunt trauma weapons (fists, kicks, clubs, tonfas, staves, etc.) require a STUN save from the target (at +2 to BODY), every time they do damage (i.e., penetrate armor). Thus you could cold-cock someone with a fist rather than beat him to death. Or use the optional Character Damage Effects Rule (CGen 2nd Ed., pg. 153) to measure people getting worn down in a fight.
- In a similar vein, blunt trauma weapons have to do TWO points of damage for each wound below 0 they inflict. In other words, once you've reduced a target to 0 Wounds (or BODY points, the same thing), it takes two Wounds to reduce him to -1 Wounds, four Wounds to reduce him to -2, and so on. This reflects the difficulty in outright killing someone with blunt instruments (you often have to work at it). It also keeps juves from accidentally killing someone with their fists.
- If you're using the optional Hit Locations Rule (CGen 2nd Ed., pg. 153), decrease the penalty for a hitting a specific body part in Melee or H-t-H combat to -2. This reflects the greater control you have when you're that close. It may also let them hit that unarmored area (GenGM's call).
- Most armor less elaborate than Metal Gear™ (AR7) has a soft spot somewhere which makes the wearer vulnerable to a solid punch or strike. You just can't cover everything, and the wearer has to be able to move. Have the juve make an Average INT+Streetfighting (or H-t-H Combat for an Edgerunner) skill check to locate the soft spot. This requires him to get close, so it will usually only be used in H-t-H or Melee combat. He can then make a called shot to that specific body location (at a -2 to -6 modifier, depending on the size of the soft spot), bypassing the armor. This makes attacking armored opponents less frustrating for the juves and encourages them to get in there and pop the CorpSec goons one right under the faceplate.
- Reduce the WA of any firearm other than a Pistol or SMG (and perhaps some Exotics) by -5 when the firer is engaged in H-t-H or Melee combat at Point Blank Range. Rifles and other guns are unwieldy in such close quarters and might be more useful as clubs.

Remember that these modifications should work for the enemy as well as the player characters, so they may find that other juvegangs in the rumble taking them down a bit faster than before. Fair is fair, and the good news is that no permanent damage is likely to be done ... other than to their pride.

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If you want to let the juves really frag something, but don't want them killing people, take a tip from prime time TV: Use robots. Corporate remotes are expert at ambushing juves, they never retreat (unless their mission requires it), and they're great fodder for getting blown to pieces. And as any network censor will tell you, destroying a machine doesn't really count as an act of violence (we won't argue that point here, okay?). So if the juves have itchy trigger fingers, let them slag some Arasaka Spiders or Hummingbird remotes. Then have the real troops charge in after the juves have wasted their ammo ...

Best of all, instill the notion into your players that the juves aren't out there to annihilate the enemy. They're there to destroy the enemy's will to fight. If a juve has the opportunity to kill a BuReloc agent, and purposefully doesn't, that BuReloc agent is going to remember that. If enough

stories like that get around, some of them might just start questioning their corporate/federal masters, if not out loud, then at least in their own head. That's what the Eden Cabal wants. If the corporate state no longer has the sheep-like approval of the masses or the unquestioning sup-

port of its own troops, it will fall.

With other juves, the matter is even more simple: Killing each other simply isn't done. It may happen by accident or in some particular rivalries, but even then the juves who did it aren't long for the



world. Killing another juve only invites serious and lethal retribution as per the Code. You get that which you give, after all.

blood on Their Hands

Let's be realistic. This is a war, and even if the main weapons are ideas, physical violence is inevitable. The ISA is not pulling many punches, and the juves will have to defend themselves in kind. What the juves must understand—and what the Revolution will point out—is that death is completely and utterly final. While the Cabal hopes they can make this clear to kids who've barely gotten a grasp on their own mortality, you as the Gen GM can drive the point home to your players by doing the following.

If a juve does kill someone, even an adult that was trying to off them, make them remember it. Give them nightmares. Keep replaying the moment over and over for them. Remind them of it at every turn. You, as the GenGM, are acting as their conscience, and should be very difficult to shut that off. They will have to live with it for the rest of their lives. It does not matter how they kill. They can see the eyes of their opponent as they expel their last breath, or simply see the building explode. The knowledge that they have killed another human being should haunt them and cause sober reflection. It's something that never goes away.



Using Cover

Action films to the contrary, when someone's caught under fire, they don't usually just stand there and shoot back. They dive for any cover they can find, using the local terrain to protect them. This is not called cowardice but good sense. Subtract the cover AR from the damage before applying damage to the target's armor (if any). Below are some common cover ARs.

Table 5.1 [Cover]	AR Value
Sheetrock Wall	AR 1
Concrete Wall	AR 2
Brick Wall	AR 7
Stone Wall	AR 8
Large Tree, Phone Pole	AR 8
Wood Door	AR 1
Heavy Wood Door	AR 3
Steel Door	AR 5
Standard Car Body/Door	AR 1-2
Armored Car	AR 12
Data Term	AR 6

If they don't seem to be getting the joke, have a GenGM to Players talk with your group. Explain again that these juves consciously reject the values (or lack of values) of their parent's generation. They really do believe human life is something worth preserving. Also, chances are that none of them have killed before. They have probably seen death, but not the purposeful killing of someone, especially by their own hands. Eventually, they will have to deal with it, and it should be a major episode in the story.

If You Don't Like Net Combat...

Some players and Gen GMs just don't like rolling dice for net encounters and net combat. So don't! Although the net-running system in Cybergeneration 2nd Ed. is smooth and easy to use, if it gets in your way, chuck it out the window—well, not literally, you might damage your book. Instead, just do some descriptive narrative with the player involved. You know what you want to happen in the Net, so just do it. If it gets down to something that you can't just choose, pick up a single die and roll it, and let the dice do the talking. A high number? A success! A low number? A failure! A medium number ... perhaps a success but someone noticed? It's all up to you. Never let the rules get in the way.

When a juve kills someone during an operation, the Eden Cabal takes it very seriously. Depending on the nature of the incident, they may have the juve talk to some adults for awhile, making sure that it does not become an acceptable standard way of doing things. They want the juve to be upset by what happened, to not want to kill again. They also need to make sure the juve doesn't totally break down, walking that fine line between criticism and support. See Enforced Therapy below.

This is not to say that death is not appropriate at certain times in the campaign. Revenge for the death of another juve, perhaps a friend, lover, or sibling, might be "necessary", especially if the target for vengeance is the one who did the deed in the first place. This could even be interpreted as part of the Code, where you must pay things back. Of course, this could lead to more problems than it solves, but it's also great story material for the GenGM.

In the end, every juve has a conscience—even the MegaViolents—albeit sometimes a small one. Most don't enjoy causing pain. They just don't think about it at the time, being ruled by their emotional impulses. They're occasionally going to feel pangs of conscience, and start replaying what happened in their minds. Use this technique, to help drive home the horror of the

war against the ISA. They shouldn't enjoy fighting. They're fighting for the day when the fighting stops, when they no longer have to wake up at night, sweating, screaming, and afraid. They're battling for a chance to be allowed to grow up and have a say in a better future. When they finally start thinking about the consequences before they do the deed, they'll be well on their way towards becoming adults. Their consciences can help fuel their passion to fight smart, to end the suffering, and to be able to rest.

Night Frights

Many players may brush off the idea of nightmares and other headgames affecting their characters. Don't let them. Enforce the strain of the nightmares by reducing the juve's COOL by one point for every week until they come to some kind of terms with their act. How do they do that? That's up to you. It may require a change in attitude, an act of penance, going to therapy (see below), or simply an acknowledgment that what they did was unfortunate and regrettable.

If the player really stonewalls, refusing to have his juve accept any responsibility or stress from the killing, you can start reducing their EMP at the rate of one point per month. This reflects the subtle deterioration of self-worth and concern for others that often accompanies the knowledge that you've taken another life. The movie *Juice* has a great example of this. Sooner or later, they'll alienate the other team members and be forced to deal with their feelings, whether they like it or not.

Enforced Therapy

The Eden Cabal has set up some systems to help juves deal with the violence of the Revolution., but sometimes a juve has killed when he didn't have to—brutally and without mercy. In such extreme cases, the Cabal takes a more direct approach, removing the juve from the field for counseling and therapy.

In one such instance, a group of juves were raiding a daycare where some Final Quarantine members were holding some recently evolved children prior to disposal. The group had already snagged the kids, and an Alchemist had created a hole in the wall to escape through. But upon discovering that the woman heading the Final Quarantine group was the mother of one of the infected children, a Rad Scanner became so upset that he pulled out a pistol and shot her in the head at point blank range. It might have been cathartic, but it was completely unnecessary. The rest of the group was so shocked they almost didn't make it out be-



fore the Arasaka security force arrived.

After getting back to their hideout, one of the other juves called a V-Sim of Morgan to tell him what happened. Within minutes, the real Morgan was on the line, getting the whole story. The next day, the Hammer himself came in the door and hauled the Rad off by his neck. The Rad disappeared for a couple of weeks, and when he did come back, he had changed very subtly, saddened and shocked after confronting the reality of what he had done.

Seeking Help

If the juve has a hard time dealing with a killing or, more seriously, starts acting like a sociopath, the Cabal will pull them in for counseling. This usually means shipping them off to a retreat (not some luxurious country club, but some hidden cabins in the hills). There, they undergo intensive sessions of varied types of psychological therapy. The exact treatment will vary from case to case, but it returns two points of EMP or COOL per week until the juve is back to normal (relatively speaking). This can be a traumatic experience, and may permanently reduce the juve's COOL by one or more (GM's call based on how "cooperative" the juve/player was with his treatment).

brings more benefits than just their Cyberevolved powers. The nanites in their bodies also act as micro-surgeons, doing their best to help heal any wounds that the juves get that do not kill them instantly. This internal nanite surgery gives the juves an equivalent recovery rate of someone who, without the nanites, was being treated in a hospital. This is not to say that Cyberevolved juves get no benefit from medical attention. The problem is that seeking that medical help is very risky. Screening for the Carbon Plague is common practice among

This was a rare case, however, and the Eden Cabal won't be able to provide such personal therapy in most cases (no matter how unpleasant and radical it was for the Rad involved). The juves are going to have to come to terms with themselves, and deal with the trauma they have caused. Such emotional scars can take a long time to heal.

Healing, Living and Dying

As much as the juves might try and avoid killing or, for some, even harming those who they fight, the rules are not the same for CorpSec or the other agencies of the corporate state. Juves are going to get hurt. Some will die. Dealing with that reality is part of fighting for a better future.

It's inevitable that the juves will get hurt as they take it to the wall against the ISA. Fortunately for them, the Carbon Plague

trauma teams and in hospitals. This makes it unlikely that the juves are going to be visiting the emergency room of their own free will. (See Cybergeneration 2nd. Ed. pg. 154 for rules).

While shooting someone can be traumatic for a juve, getting shot (or stabbed or beaten) is usually even worse. The pain is incredible, especially from some gunshot wounds. Play up the pain, the initial shock and disbelief, then the crushing reality, the fear of dying. As stated above, this can give the juves a sense of their own mortality—in a very personal manner. Some juves are completely shaken by the experience: Roll a COOL save. Failure results in a trauma which may make the juve really reluctant to place themselves in the line of fire again (reduce the juve's COOL, INT, and REF by 3 in combat situations). This can be dealt with in the game, requiring the support of the rest of the team to bring the juve back into the fight. The heart-wrenching process of recovery and the agonizing decision to go once again in harm's way, knowing the true nature of the price you may pay, is great role-playing material.

To help speed up physical healing time, the Eden Cabal is stepping up efforts to get medical supplies and qualified personnel. In one case, they have even managed to acquire several old Trauma Team AVs, and have installed them in hidden locations in several urban areas, ready to take flight and evac juves from a hot zone where they lie bleeding, broken, and dying. The Cyberevolved juves are the most important to the CyberRevolution, and what's more, they're seen as people, not just resources. The loss of each one hurts the leaders of the CyberRevolution, especially Alt, who takes her role as mother-figure to heart, Virtual though it may be.

but One Life to Give

To kill or not to kill a player character, that is the question. Many players invest a lot of time, thought, and even emotion into a character, and to have that character die can mean the loss of all that effort and can feel like the death of someone they know. The problem arises when some players take advantage of a GM's understandable hesitation to kill characters in a game. Knowing that "something" will happen to bail them out, they put themselves in situations that are continuously more dangerous and foolhardy than the last.

As a GenGM, you have to run the universe that the juves live in realistically. Bullets kill as well as wound. Rippers tear flesh and mortally damage vital organs. People can, and do, die. If your players have their characters act blatantly self-destructive, strongly remind them that it could

The Eden Cabal has managed to make more than a few covert connections with some of the smaller corporations who see a future where they either get bought out, have to sell out, or go out of business. In addition, many of those smaller corps are full of old Edgerunners who still have a small spark left in them (and undoubtedly some of them owe the leaders of the Eden Cabal big favors). Although these corporations generally don't know that they're aiding the Revolution directly, they also don't mind the blows being struck against the Corporate State, especially if it sets their larger competitors at each other's throats. The Trauma Team AVs are the result of one such connection. You GenGM's out there may wish to write up what major contacts the Eden Cabal has in the city your game is set in ... or you may wish to leave it vague so you can pull out whatever you need to save the juves from a seemingly hopeless situation.

Trauma Team

This was an emergency ambulance/paramedic service which catered to paying subscribers during the violent years of 2012-2023. If called via an emergency compcard, these armed teams would fly in to extract the subject from whatever situation had injured them, stabilize the patient, and whisk them to the closest medical facility. The coming of the ISA severely reduced the demand for TT services, and the company has down-scaled (right-sized?) appropriately. Thus, they put hundreds of their ambulance AV-4s up for sale, from which the Revolution was able to use connections to skim a few into their service.

- Trauma Team AV-4: The AV-4 was the most common aerodyne produced from 2012-2022. Thousands still operate in the skies of the ISA, despite the presence of more efficient spinners. The TT AV-4 was equipped as a battlefield ambulance with armor, light weapons (by military standards), and a full emergency med unit. It can carry a crew of four, plus two patients. It has max speed of 400kph, a range of 1000 km, SDP 34, AR12, an 8mm machinegun and a grenade launcher with smoke and gas grenades.

Edgerunner rescue teams usually have at least one MedTech (a paramedic/physician) with a Medical Tech skill of 6 or higher (See Cyber-generation 2nd. Ed. pg. 154 for rules).

be fatal. Make them question if their characters would really put themselves in that much danger. If you have an Edgerunner that is part of their revolutionary cell, perhaps they will have a talk with the nihilistic juve while patching up their

wounds (and use a little less anesthetic to drive the point home). If the juves continue ... make them pay.

You can start by making their reckless actions lead to one of two results: an injury that stops just short of killing the juve or, sometimes better, the death of a favored NPC. In the former, describe in excruciating detail (without offending the squeamish in your group) the wound, the pain caused by it, the painful process of healing and rehabilitation. Make this a major event in the campaign. Have them play an NPC for a couple of sessions, as their character is resting up and getting better. Then, have them make the COOL check mentioned above to see how shocked their character is by their close encounter with the Reaper.

If you decide to off an NPC, make it count. Choose one that the reckless juve in particular was close to, say a love interest, mentor, or close bud. Make sure their death is directly related to some foolhardy act by the juve (such as their sloppy actions against Corpsec leading the Deadboys back to the group's safehouse). Make sure the juve is aware of their culpability in this and then kill the NPC in a dramatic manner, in full view of the guilty juve, if possible. Even if the juve doesn't register their guilt, others in the party will, and resentment and blame will follow. Hopefully the juve will see there's more at stake than their own life and start taking things seriously. It will be up to the team (and their adult mentor) to re-integrate the juve back into the group and earn back their trust.

If these don't stop them, you may have to let events take their natural course. The juve may well die due to his poor attitude. This is an opportunity for you. Make the death of a character the center piece of several game sessions. Take a page from the movies and play the actual death scene out in slow motion narrative fashion. Make the death as dramatic and traumatic as possible for the other characters. You can even "kill off" a character that a player is simply getting tired of running, allowing you to cooperate in staging a powerful and thematically appropriate end to the character.

After extracting themselves from the situation that causes the character's death, watch how the other players have their characters react. Stunned silence, shock, anger, sadness, raging fury, or even a strained and over-acted effort to remain calm are appropriate. Reward those players who roleplay their grief well. None of them should take the casual, combat veteran point of view of "just another corpse, tag him and bag him." This should hit them in the gut, even if they don't show it. Later on, the characters may start to honor the fallen in little ways, such as wearing a piece of clothing, or carrying a trinket the dead character used to own. It could even go so far as the juves yelling his name as a battle cry. The reverberations of a

death within the group can echo for many game sessions afterwards.

Managing the Power-Gamer in Cybergeneration

Many of us who play Cybergeneration got interested in it because we played Cyberpunk 2020. Unfortunately, Cyberpunk 2020 (and many other games, but we'll use CP2020 as an example here) often have players who are more concerned with projectile penetration to ammunition weight ratios than they are with good roleplaying. If it doesn't have automatic fire and won't pierce full-borg armor, it just isn't interesting.

Surprise! Cybergeneration isn't like that. The "enemy" is no longer just street drek or the occasional corporate goon squad. Now it's the entire government with the backing of the corporations ... or is it the corporations with the backing of the entire government? Either way, it achieves the same result: instant hot flaming death for characters who go too far and take risks that are too big. That attitude is likely to get you (and the juves around you) killed very fast and very thoroughly in Cybergeneration.

The real problem is that you may have a hard time getting some hard-core Cyberpunk 2020 players to realize this. First, they may have a problem thinking like juves instead of miniature adults (see Chapter Two). Second, they're going to be more concerned with scoring the biggest gun they can than scoring with that cute boyjuve or femjuve. Finally, they're going to do things that should by all rights get their character (and possibly others) killed.

Sometimes these players only get part of the joke: they don't go for big guns, but instead try to make their CyberEvolved/Yogang combo one of the most powerful and vicious they can, like a MegaViolent Bolter or a StreetFighter Tinman with attitude. Instead of playing characters, they look to find the best combinations of game factors to make the most maxed-out juve possible, then play them as a superhero or machine. These players are more concerned with what their character can do than who they are; the numbers on the character sheet being more important than the character they represent. This form of power-gamer is less obvious, but can be just as disruptive to a campaign.

So what are you going to do about it? First, avoid buying into this mentality and escalating the firepower at everyone else's expense. Try to talk to the player on the side. Explain how the behavior they may have exhibited in the Cyberpunk 2020 style of game is not really the way to go in Cybergeneration. Try to discuss many of the differences between the games that we addressed above.

Try to get the player to realize that kids do not

usually take things as calmly as adults do. Make them read Chapter Two of this book. When the CorpSec goons start shooting, having the juve character coolly standing in the middle of the shooting and firing back with their pistol is not a natural reaction. Second, point out that in Cybergeneration, the heaviest firepower is owned by the government and the corporations. This leaves the juves with their more comprehensive understanding of the street and mall culture, their drive to do what is right, and their unique Cyberevolved skills to accomplish their goal. Many firearms were removed in the government buy-back programs of the early 2020's, and that big guns are really expensive and dangerous to own (any juve waving a big gun is always the first target in a firefight). The juve is going to run out of money (remember, no big wads of Euro lying around, and no big scores working for some corporation on an extraction mission here), and then run out of bullets, real fast.

Even more important, explain that the corporate response to big firepower is even bigger firepower. The corporations and the feds are now in bed together, and the government will suppress news about an apartment block being flattened by power-armor-wearing corporate or government troops. Worse, they could even make it a media event that will take away from the very cause the kids are fighting for. Screamsheet headlines like "Juvenile Terrorists Level City Block: CorpSec Forced to Defend Citizens with Deadly Force" aren't the type of media attention the juves or the Revolution wants.

The primary idea in Cybergeneration is roleplaying, not racking up kills or mission scores. The player has to want to get into his character's head, to have fun playing a juve in a tough situation, learning how to deal with the harsh and inimical world around them, rather than simply blowing everything away. If the player isn't comfortable with this, they need to consider if this is a game that they want to play. Let them leave if they want to; it's better for both them and the game.

Of course, even this might not work. Sometimes these sorts of talk just don't sink in. Do not despair. Take a game session to really go into detail about the world of 2027. Make it a game rich in atmosphere, but don't allow them to mix it up too much. Show them the virtual stranglehold the ISA has on the media, the economy, on almost every aspect of life. Show them about how the corporations will work together when necessary to stomp all the juves they can, or worse, to kidnap them and take them away for painful dissection, and then anonymous termination. Show them about how the fear and panic of the Carbon Plague is likely to make even some members of their own family turn against them,

if they're to let the secret of their evolution out. Knowledge that the world is a very deadly place for the Cyberevolved may make the power-gamer understand that this game requires a fresh approach.

Simultaneously, try to bring out the fun aspects of the roleplaying experience in this game. Let them roleplay the character's 16th birthday party, with nervous contacts with juve romance, a challenge from a rival yoganger, and flak from parental units. Encourage them to explore aspects of their character, like their hobbies, relationships with siblings, and dreams for adulthood. Positive reinforcement often works better than a boot to the head.

Let the other players have a shot at trying to convert the power-gamer. Some of them may have a better idea of how to approach the situation, so let them try it. The other players may be able to get the problem player to fall in line by explaining their own motivations and opinions on the style of the game. Some of these may end up appealing to the (hopefully former) power-gamer, and may be adopted in their style of play.

You can also limit the type of character the player is allowed to create. Explain to the player that by playing whatever Yogang/Cyber-evolved type you have chosen for him, you hope he will gain a better understanding of this game world. Later, you can offer him the chance to make a new character. Since the power-gamer often relies upon violence to solve problems, assigning him a non-violent character in Cybergeneration is a way to minimize potential conflicts while giving the player a chance to assimilate the style of game-play a good Cybergeneration game requires. TinkerTots, BeaverBrats, and other such characters of a generally non-violent nature are good initial yogang choices.

This works for Evolved types as well. Alchemists, Scanners, Scouts and Wizards use brains more often than brawn (at least, theoretically). Give the player a situation where brute force will obviously get them killed, but a bit of smarts will get him saved in spectacular fashion. Reward them if they choose the proper response (okay, it's Pavlovian, so sue us). After a few such incidents, you may find that you now have a brain-power-gamer on your hands.

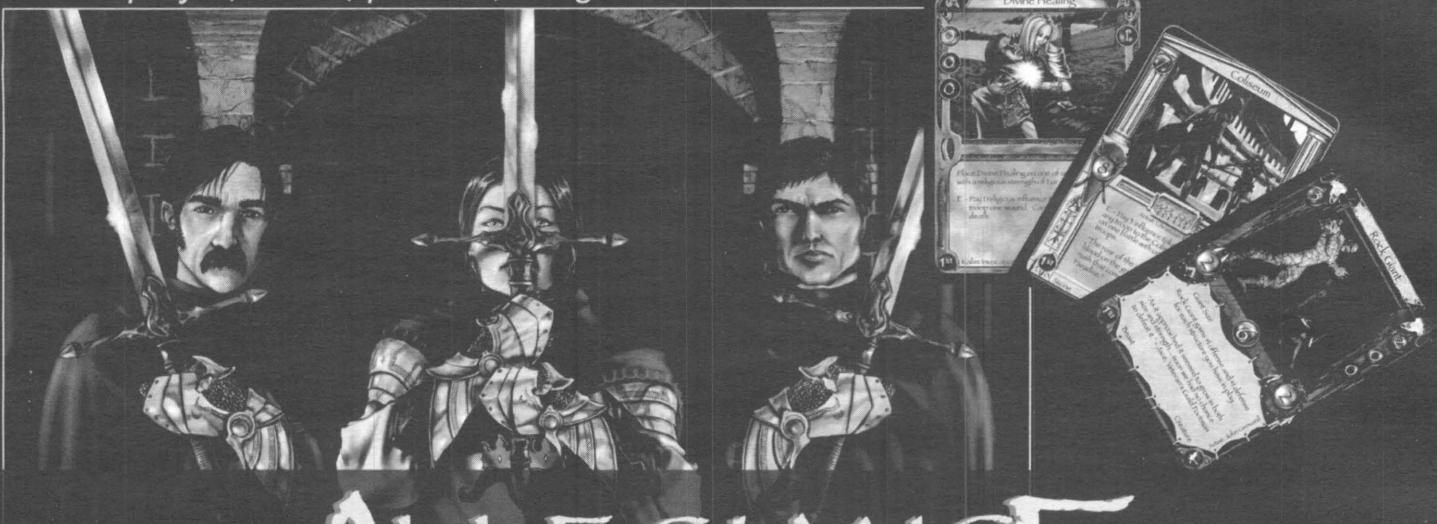
Sometimes, nothing works, no matter what you do. If it has gotten to this point, you just have to take the player aside, explain in no uncertain terms what the problem is, and tell the player to shape up or ship out.

If they do not shape up ... well, you can always kill the character with his own stupidity in the game (see above). Realize that you have a responsibility to make the game fun not only for the other players, but also for yourself. If you are getting more aggravation than entertainment from running of your game, you have a problem. If the problem player(s) cannot meet you half way, simply don't invite them back. Not everyone is cut out for every game.



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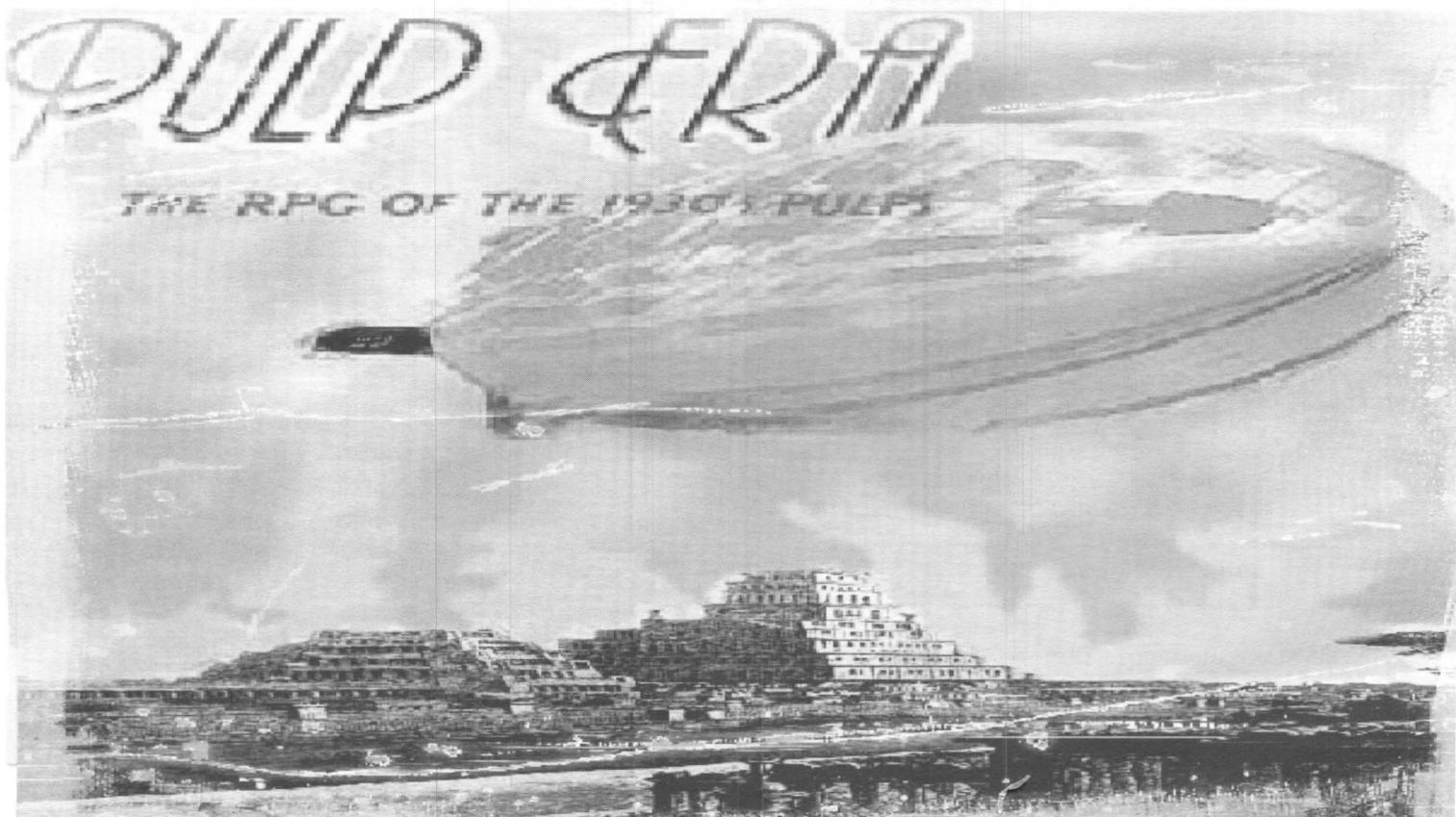
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